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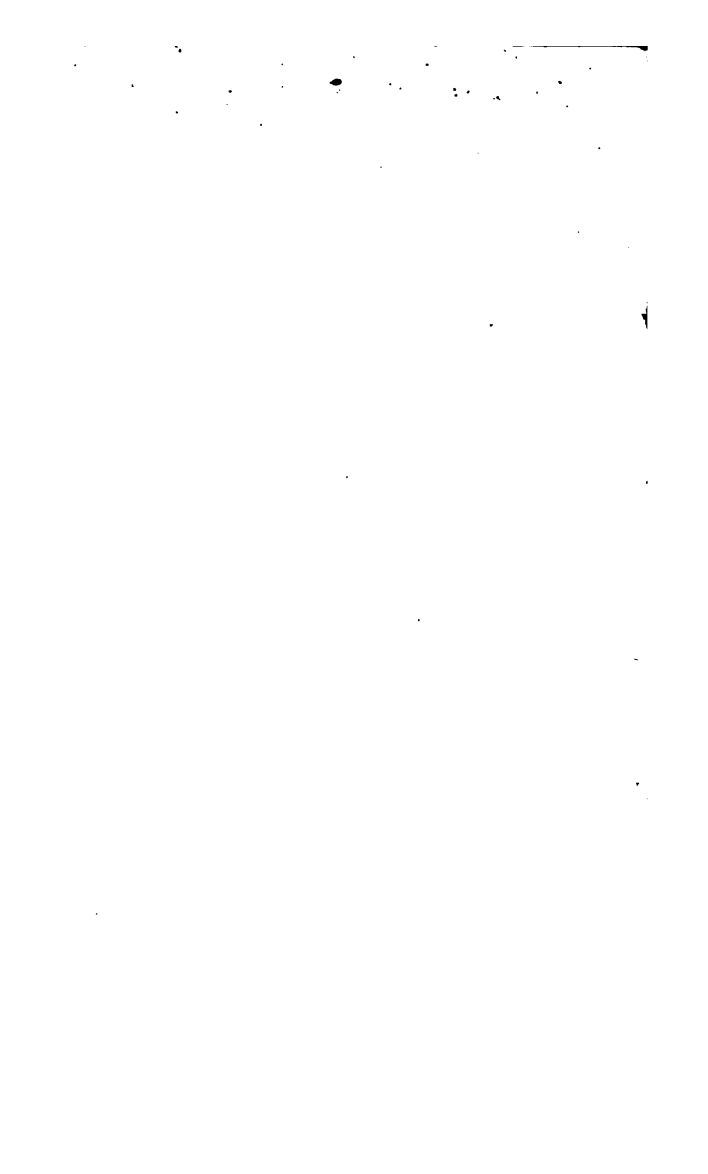
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"But Satt did not know the
reason, and he left his boyhood. He
went to sea, but it was a shame to
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a ship, among the sailors,
to be what would be the
the expression of a new home
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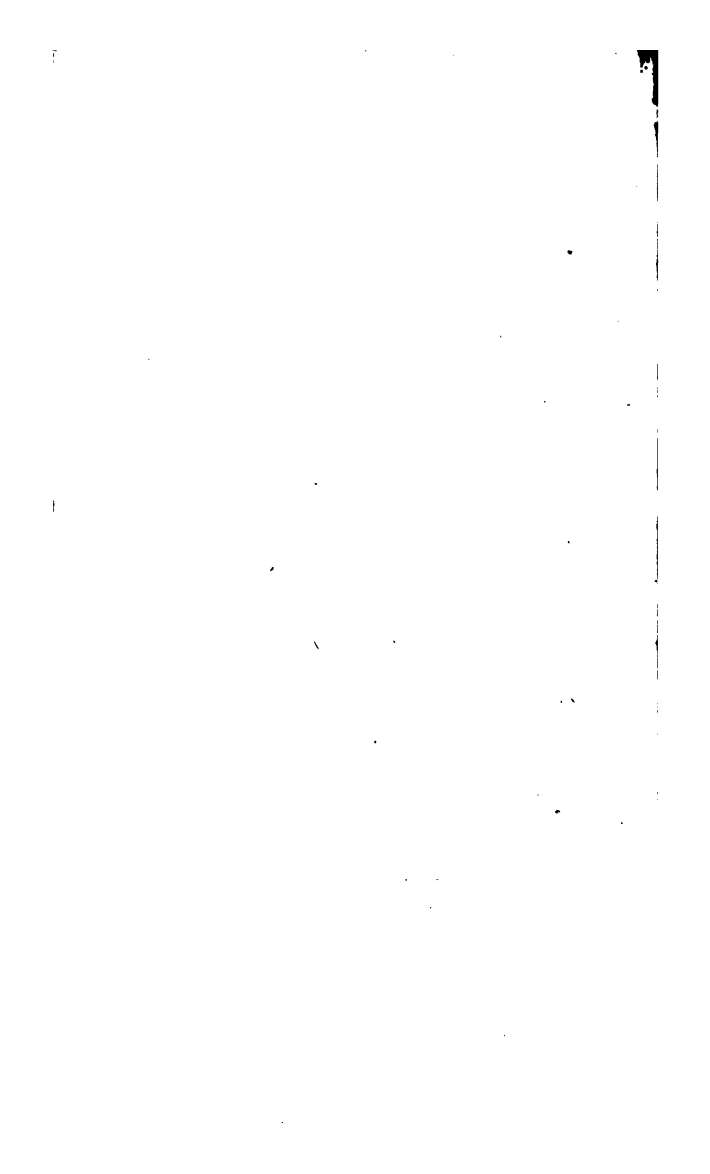
And Satt's life

Part 1. h. 18.

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ANALYSIS
OF THE
GAME OF CHESS,

Francis A. D. PHILIDOR.
noté par Philidor

ILLUSTRATED BY DIAGRAMS,

ON WHICH ARE MARKED THE SITUATION OF THE PARTY
FOR THE BACK-GAMES AND ENDS OF PARTIES :

With Critical Remarks and Notes

BY THE

Author of the "Stratagems of Chess."

Translated from the last French Edition, and further illustrated
with Notes.

BY W. S. KENNY,

Author of "Practical Chess Grammar, Chess Exercises, &c."

TO WHICH IS ANNEXED,

Benjamin "Franklin's Morals of Chess," and a "Practical
Description of the Game," &c.

BOSTON :

SAMUEL H. PARKER, 164, WASHINGTON-STREET.

1826.



Waverley Press—Boston.

ADVERTISEMENT

OF THE

EDITOR AND TRANSLATOR.

The incontestable superiority which Philidor preserved, for nearly half a century, over the most skilful players of Europe, would alone be sufficient to cause the merit of this work to be appreciated, were not the treatise itself universally acknowledged to be one of the best and most precious writings on the science of the Game of Chess. The author of it was particularly eminent for the skilful manœuvre of his pawns : it was he who first established it as a principle that it was impossible to be a good player, without knowing how to play the pawns, which he called the *Soul of Chess*, and that, on their proper or improper arrangement, depends almost always either the gain or the loss of the party. In the playing of this great master are constantly to be found a regular attack and a premeditated defence ; and his remarks, whilst they prove his perfect knowledge of the game, attest the profundity of his genius.

Philidor published his *Analysis of Chess* in 1749 ; he was then but twenty-three years of

age, and was already considered as the greatest player of his time. The first edition only contained nine games, and the method of giving mate with a castle and bishop against a castle, concerning which anterior writers were in doubt, among whom were Salvio and Carrera. This treatise was rendered the more instructive by the new method adopted of analyzing the game in his notes on the most essential moves, and reducing it to principles, which might equally serve to guide the player in the attack as well as the defence. Twenty-eight years afterwards, namely, in 1777, he published a second edition, with a Supplement and Ends of Parties, which rendered this work more finished, and at the same time more elementary.

This book having been printed only by subscription, the edition has become exceedingly scarce ; it was consequently thought that it would be rendering an essential service to the amateurs of Chess by presenting them with a new edition of Philidor's Analysis, in which the more convenient method of placing the remarks after each move has been adopted, whereby the reader is not obliged to turn the page, nor divert his attention, by searching for a remark upon the move which he has immediately before him.*

* This method is the same as the one adopted in the "Translator's " Chess Exercises."

This new edition is consequently a translation from Philidor's original work, the notes or remarks of which it has been necessary entirely to new-model. If, moreover, the Author's words have been at times changed, the aim of the Translator has been to render Philidor's meaning in a clear and precise manner, without deviating essentially from his own words. For the sake of method, and to facilitate to amateurs the study of this great model, the variations or different ways of playing the first parties have been placed immediately after the parties themselves; these, in Philidor's second edition, were given merely in the Supplement to the work.

Considerable advantage will be, moreover, gained by having the position of the game marked on Diagrams for every end of party, and the back-games which take place after the seventh or eighth move of a party already begun. This method, by affording a player the facility of immediately placing the pieces and verifying at a glance the real situation, will likewise spare the amateur the trouble of having several chess-boards, for situations which he would wish to preserve, without obliging him to recommence the same party on every back-game.

The best manner of studying the game with advantage, either for one or two players wish-

ing to derive equal instruction from the excellent principles on the theory and practice of chess, would be for each to play, one after the other, the games on the board ; to examine every move separately, and dive into its motive ; to try, in short, how he would play in such and such a situation, and then to make the comparison between his own play and that of the Author, and discover the reason that renders the latter preferable. By thus exercising himself, visible progress will soon be perceived ; and, after a few months' study, followed up in this manner, more knowledge of the game will be acquired than would be learned by losing whole years in playing without guide or principles.

PREFACE OF THE AUTHOR.

SEVERAL learned Authors have published their inquiries on the origin of Chess. I will not venture to give my opinion on its conformity with the *Latrunculi* of ancient Rome. The Chinese play at Chess ; but their game is nothing like ours, either in the march of the pawns or the strength of the pieces. The Arabians very probably brought this game into Europe ; and their authors ascribe its invention to the Indians. Though Chess has contributed to the amusement of the greatest heroes, for many ages past, the English and Spaniards seem to have been principally engaged in it, since the first treatises on that subject have been printed in those languages ; nevertheless Italy exceeds them in the number of volumes ; and the IV. *Bucher von Shach-und Konigs Spiel* of the Duke of Brunswick, published under the fictitious name of *Gustavus Selenus*, constitute the whole of what Germany offers us of any consequence on the game. France has, at all times, had good players ; but they have neglected to impart their discoveries to the public ; and, I

believe, I am the first of my nation who has taken upon himself to set forth in a true light the theory and practice of this game. This work is divided into two parts; the first is chiefly composed of the edition of 1749, with corrections and new remarks; the second combines a great number of new methods of beginning and finishing the game, not only useful but necessary to be known.

As I attribute the success of my first treatise to the notes that accompany it, and as they serve to give general rules of the game, I have here followed the same method, and flatter myself of having brought to some degree of perfection the theory of a game, that learned authors, such as *Leibnitz* and others, have classed among the Sciences.

ADVERTISEMENT TO THE AMERICAN EDITION.

The Publisher of this edition has thought proper to attach to "The Analysis" Franklin's "Morals of Chess." Also "A Practical Description of the Game, Pieces, Moves," &c. and the terms made use of in the Game; which, together, will render this book a complete system of instruction in this interesting, useful, and amusing game.

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FRANKLIN'S MORALS OF CHESS.

THE following little treatise on Chess might with great propriety have accompanied the anecdotes, expressive of the violent effects the game has had on the mind and passions. It will not, however, unaptly precede the practical rules and directions, since the precepts laid down are so admirably calculated to allay, as well the transports of victory, as the chagrin of defeat, that it will not be amiss to consider them as forming an essential part of the rules.

This treatise was the production of Dr. Franklin ; whose comprehensive mind, like the proboscis of an elephant, was alike capable of wielding the most mighty, and grasping the most minute subject.

“ Playing at Chess is the most ancient and most universal game among men ; for its original is beyond the memory of history, and it has, for numberless ages, been the amusement of all the civilized nations of Asia, the Persians, the Indians, and the Chinese. Europe has had it above a thousand years ; the Spaniards have spread it over their part of Amer-

ica, and it begins lately to make its appearance in these States. It is so interesting in itself, as not to need the view of gain to induce engaging in it ; and thence it is never played for money. Those, therefore, who have leisure for such diversions, cannot find one that is more innocent ; and the following piece, written with a view to correct (among a few young friends) some little improprieties in the practice of it, shews, at the same time, that it may, in its effects on the mind, be not merely innocent, but advantageous, to the vanquished as well as the victor.

“ The game of Chess is not merely an idle amusement. Several very valuable qualities of the mind, useful in the course of human life, are to be acquired or strengthened by it, so as to become habits, ready on all occasions. For life is a kind of Chess, in which we have often points to gain, and competitors or adversaries to contend with, and in which there is a vast variety of good and ill events, that are, in some degree, the effects of prudence or the want of it. By playing at Chess, then, we learn,

“ I. *Foresight*, which looks a little into futurity, and considers the consequences that may attend an action : for it is continually occurring to the player, ‘ If I move this piece, what will be the advantage of my new situation ? What use can my adversary make of it

to annoy me ? What other moves can I make to support it, and defend myself from his attacks ?”

“ II. *Circumspection*, which surveys the whole chess-board, or scene of action ; the relation of the several pieces, and their situations ; the dangers they are repeatedly exposed to ; the several possibilities of their aiding each other ; the probabilities that the adversary may make this or that move, and attack this or that piece ; and what different means can be used to avoid his stroke, or turn its consequences against him.

“ III. *Caution*, not to make our moves too hastily. This habit is best acquired by observing strictly the laws of the game ; such as, ‘ If you touch a piece, you must move it somewhere ; if you set it down, you must let it remain.’

“ Therefore, it would be the better way to observe these rules, as the game becomes thereby more the image of human life, and particularly of war ; in which, if you have incautiously put yourself into a bad and dangerous position, you cannot obtain your enemy’s leave to withdraw your troops, and place them more securely, but you must abide all the consequences of your rashness.

“ And lastly, we learn by Chess the habit of not being discouraged by present bad appearances in the state of our affairs ; the habit

of hoping for a favourable change, and that of persevering in the search of resources. The game is so full of events, there is such a variety of turns in it, the fortune of it is so subject to sudden vicissitudes, and one so frequently, after contemplation, discovers the means of extricating oneself from a supposed insurmountable difficulty, that one is encouraged to continue the contest to the last, in hopes of victory from our skill, or, at least, from the negligence of our adversary. And whoever considers, what in Chess he often sees instances of, that success is apt to produce presumption, and its consequent, inattention, by which more is afterwards lost than was gained by the preceding advantage, while misfortunes produce more care and attention, by which the loss may be recovered, will learn not to be too much discouraged by any present successes of his adversary, nor to despair of final good fortune, upon every little check he receives in the pursuit of it.

“ That we may therefore be induced more frequently to choose this beneficial amusement, in preference to others which are not attended with the same advantages, every circumstance that may increase the pleasure of it should be regarded : and every action or word that is unfair, disrespectful, or that in any way may give uneasiness, should be avoided, as

contrary to the immediate intention of both the parties, which is to pass the time agreeably :

“ I. Therefore, if it is agreed to play according to the strict rules, then those rules are to be strictly observed by both parties ; and should not be insisted upon for one side, while deviated from by the other, for this is not equitable.

“ II. If it is agreed not to observe the rules exactly, but one party demands indulgences, he should then be as willing to allow them to the other.

“ III. No false move should ever be made, to extricate yourself out of a difficulty or to gain an advantage ; for there can be no pleasure in playing with a man once detected in such unfair practice.

“ IV. If your adversary is long in playing, you ought not to hurry him, or express any uneasiness at his delay ; not even by looking at your watch, or taking up a book to read : you should not sing, nor whistle, nor make a tapping with your feet on the floor, or with your fingers on the table, nor do any thing that may distract his attention ; for all these things displease, and they do not prove your skill in playing, but your craftiness, and your rudeness.

“ V. You ought not to endeavour to amuse and deceive your adversary, by pretending to

have made bad moves : and saying you have now lost the game, in order to make him secure and careless, and inattentive to your schemes ; for this is fraud and deceit, not skill in the game of Chess.

“ VI. You must not, when you have gained a victory, use any triumphing or insulting expressions, nor show too much of the pleasure you feel ; but endeavour to console your adversary, and make him less dissatisfied with himself by every kind and civil expression that might be used with truth ; such as, you understand the game better than I, but you are a little inattentive, or you play too fast ; or you had the best of the game, but something happened to divert your thoughts, and that turned it in my favour.

“ VII. If you are a spectator, while others play, observe the most perfect silence ; for if you give advice, you offend both parties ; him against whom you give it, because it may cause him to lose the game ; him in whose favour you give it, because, though it be good, and he follows it, he loses the pleasure he might have had, if you had permitted him to think till it occurred to himself. Even, after a move, or moves, you must not, by replacing the pieces, show how they might have been placed better ; for that displeases, and might occasion disputes, or doubts about their true situation.

“ All talking to the players, lessens or diverts their attention, and is, therefore, unpleasant ; nor should you give the least hint to either party by any kind of noise or motion, if you do, you are unworthy of being a spectator.

“ If you desire to exercise or show your judgment, do it in playing your own game, when you have an opportunity, not in criticising or meddling with, or counselling the play of others.

“ Lastly, If the game is not to be played rigorously, according to the rules above mentioned, then moderate your desire of victory over your adversary, and be pleased with one over yourself.

“ Snatch not eagerly at every advantage offered by his unskilfulness or inattention ; but point out to him kindly, that by such a move, he places or leaves a piece *en prise* unsupported ; that by another, he will put his king into a dangerous situation, &c.

“ By this generous civility (so opposite to the unfairness above forbidden) you may happen indeed to lose the game, but you will win what is better, his esteem, his respect, and his affection ; together with the silent approbation and the good-will of the spectators.”

To this may be added the following, though by another pen, since it so well accords with the spirit of what precedes :

“ When a vanquished player is guilty of an untruth to cover his disgrace, as ‘ I have not played so long ; his method of opening the game confused me ;—the men were of an unusual size,’ &c. All such apologies (to call them no worse) must lower him in a wise person’s eyes, both as a man, and as a chess-player ; and who will not suspect that he, who shelters himself under such untruths in trifling matters, is no very sturdy moralist in things of greater consequences, where his fame or honour are at stake ? A man of proper pride would scorn to account for his being beaten, by one of these excuses, even if it were true ; because they all have so much the appearance, at the moment, of being untrue.”

*Practical Description of the Pieces, and
Moves ; and Terms made use of in the
Game of Chess.*

THE chess-board, like that used at Draughts, contains sixty-four squares, eight by eight, alternately white and black ; but there exist many differences between them. In the draught-board the white squares only are used, but at Chess both black and white are played upon ; and therefore a chess-board may properly be made with brown and white squares, so great a distinction not being wanted as in the other.

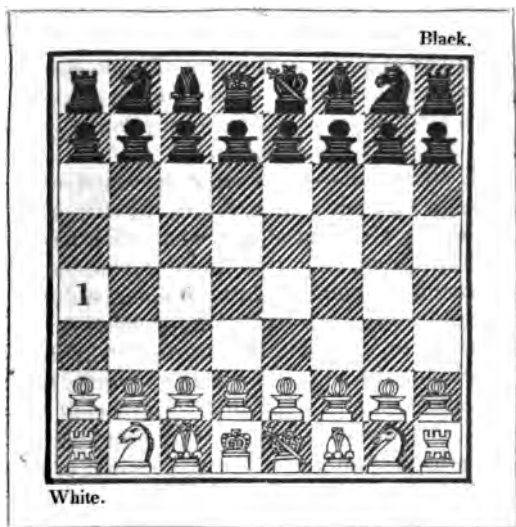
In Draughts, the right hand square is a *black* one ; the men are *leaped over* in being taken, and you are compelled by the rules of the game to take any man that stands in the way ; in all of which Chess differs. I am thus particular, because, most probably, many may learn Chess who have a previous knowledge of Draughts.

The squares are called *houses* ; the lines running from left to right are called *ranks* ;

and those perpendicular to them, or from top to bottom, *files*. In playing, the white corner square must be at the right hand of each player : and, it is said, the Greeks adopted this disposition, as considering that colour on the right to be an omen of victory.

The best size for a chess-board is about 18 inches, giving two inches to each square.

THE PIECES—are sixteen on each side, eight pawns and eight dignified pieces ; so that they occupy half the board. These are distinguished by the colours black and white, red and white, green and white, &c. &c. The pieces are the king and queen, and two bishops, two knights, and two castles : these are called the king's, or queen's bishops, &c. according as they stand on the one side or the other. Their positions are according to the following diagram.

Plan of the Chess Board.

The white king is placed on the middle black square, being the fourth from the right hand corner ; his queen on the white square to the left of him ; a bishop next to each, then a knight, and lastly a castle. The black pieces are placed directly opposite ; the king opposite the king, the queen the same ; so that the queens will each stand on her own proper colour. This distribution will cause

the black queen to be at the right of *her* king, though the white one is at the left of hers ; and, on this account, every player should accustom himself early to play with either colour. The pawns stand on the second row, one before each piece from which they respectively take their names. Each description of piece has its own peculiar move.

THE PAWNS—move only one square at a time, from their own end towards that of the adversary ; except at first, when each has the liberty of moving two squares, unless the square over which he leaps is commanded by a hostile pawn, so that if he were to rest on that square, instead of leaping over it, he might be captured : in such case the adverse pawn has the option of taking him, and placing himself on the square leaped over, (see Law X.) This liability to be so taken does not prevail in Italy, and some other places, and seems to cause a little dissatisfaction even with us. The pawn cannot recede, as all the other pieces may, but must go forwards, till, like the men at draughts, he attains the adversary's last row, when he is exchanged for a queen, or other piece, at his option. Though his regular march is straight forwards, yet he cannot take a pawn or piece standing directly before him, but those that stand in the squares *diagonally* before him. In this he differs from all the other pieces, who take in the direction

in which they move. After every capture, he continues to go forward as before. The king's bishop's pawn is considered the most valuable.

THE KNIGHT—moves the eighth part of a circle ; that is, from the square he stands on to the one of a different colour two squares distant, or next but one to him, passing over one *side* of a square and one *corner* ; as from his own to the adjoining bishop's, or castle's third square. He is the only piece which, as his figure on our boards exclusively indicates, can leap over the others in his way ; so that he might be brought out, if expedient, before a pawn is played, and no interposition of another piece will avail against him : this renders him particularly formidable in the beginning of the game, as he can enter into the adversary's game, and retire, notwithstanding almost any blockade ; and if he can check the king, without being himself liable to be taken, the king *must* remove, and cannot afterwards castle. There is still, however, one corrective to this great power, he can neither stop short of, nor pass a limited extent, like the other pieces.

The following may be worthy the learner's attention : A knight can check a piece on the next square to him, *of the same colour*, at one move ; but of *a different colour* at two moves :

also one two squares in a line from him (one square between,) if the square between be a *different colour*, at *one* move—if the *same colour*, then at not less than *three* moves : also three squares from him if they both *stand on the same colours* at *one* move ; if they stand on *different colours*, then at *two* moves. He can check across the board, *laterally*, in *four* moves—*diagonally*, in *five* ; though he can go across the board to check on an *adjoining line* in *three* moves. He cannot check a piece standing on a *different colour* (not already in *check*) in less than two moves.

If he has a piece in *check* he cannot again check it at the following move. If he checks a *knight*, he himself is in check to that knight.

When in the middle of the board, he commands a circle of eight squares, of a different colour to that on which he himself stands ; so that he has always, if the limits of the board will permit, and they are not occupied by one of his own party, eight squares to go to.

The above will be easily conceivable by the learner, on his considering, that the knight's move is always *from one colour to another* ; so that what he checks at any even number of moves he cannot at an odd, and so *vice versa*.

THE BISHOP—moves diagonally over any number of squares, or from one end of the board to the other ; always in a line and on the colour he is first placed on. The king's

bishop is accounted the better one, principally because he can check the king on his original square, which the queen's bishop cannot. It must be remembered, that the *king's* bishops, on both sides, *move on their own colours* ; the white bishop on white squares, and the black on black ; the queen's bishops of course, therefore, *vice versa* ; or again, *that the king's bishops move on the colours their respective queens are of*. This piece, like the castle and queen, can take at any distance.

THE ROOK, OR CASTLE—moves along the *files*, or *ranks*, and not diagonally as the bishop ; like him, though, he can go, or stop short of, any length, and take at any distance. He has a very considerable advantage over the bishop in this, that when on a rank or file, at the margin of the board, there is no escape for his adversary on that side, the border acting in some degree, if it may be so said, as another castle. This is evidently not the case with the bishop, whose diagonal cannot be so flanked, and must leave two sides for his adversary to escape. He is not useful early, but is particularly so at the conclusion of a game ; possessing the power of giving *checkmate* with the king alone, which neither the bishop nor knight can do.*

* The castle is less useful than the bishop at the outset of the game, and the reason is easily explained : the bishop, moving diagonally on *one* colour only, meets with fewer impediments :

THE QUEEN—is almost unlimited in her moves, as she unites those of the bishop and the castle, and is, therefore, the most valuable piece on the board.

THE KING—can move but one square at a time (except in the case of castling, as hereafter described ;) this may be either forwards or backwards, sideways or diagonally. His walk, therefore, is more circumscribed than that of either of the other pieces, and even the exclusive privilege he has of *never being taken* cannot be considered a benefit, since it only means, that he *cannot move into or continue in danger*. He is, however, after all, the head and main-spring of the game ; since, when he is *checkmated*, the whole is finished, although not a piece on the board may have been lost.

The square on which a piece is placed is called its own, as the king's square, king's bishop's square, &c. the next, on which the pawn stands, is called the second square ; the next two, the third and fourth. In particularizing the games, the squares, after the fourth, are called the adversary's, or black or white, according as the adversary's colour is.

CASTLING.—Is the moving the king two

the opposite bishop and his own never stand in his way, and the pawns, supporting each other, leave the *diagonal* lines in general free ;—on the contrary, the castle, moving over *each* colour, finds obstruction every where.

squares, leaping over one, either on his own side or on that of his queen, and placing the castle on the square over which he leaped.

The old way of castling, and which is still used in some countries, was to leave it to the player's option to place his king on any one of the squares of the last row, those of the rooks included. The mode now mentioned is that which is adopted by Philidor. The king can castle but once in the game ; and not then even, in case of his either being actually *in check*, or *having before moved*, or *being exposed to check in passing over any square* commanded by an adversary, or with a castle that has been *previously moved*, or if there is any piece *between him and the castle*.

In castling there is the double object, of placing the king in a more secure place, and bringing the castle immediately into play.

MAKING A PAWN A QUEEN, &c.—Whenever a pawn has reached the last row of the adversary's end of the chess-board, he may be exchanged for any piece the player pleases, although he has not previously lost one.

CHECK.—As on the political board *the king never dies*, so on the chess-board *the king is never taken* ; and, therefore, whenever he is attacked, and in such a situation as were he an inferior piece he would be captured, notice

is immediately given him of his danger by the word *check*.

DOUBLE CHECK—is when it is given by two pieces at once, and which is not uncommon ; for example—a bishop may stand before a castle, so that neither gives check, when by moving, and checking with the bishop, the castle may give check by discovery also ; and the same with the other pieces. There are three ways of getting out of *check* ; *first*, by taking the piece attacking him, either by himself or one of his party : and this can only be done, in the case of double check, if one of the pieces does not guard the other. *Secondly*, by interposing a piece between him and the threatener ; which also cannot be done in the case of double check, or against a knight. *Thirdly*, by removing to another square which no hostile piece commands.

CHECKMATE—is when neither of these is in his power ; he is therefore *checkmated*, and the game is at an end.

It is almost needless to say, that one king cannot give check to the other, since, by it, he himself stands in a similar situation.

There are different ways of giving *checkmate*, as follow :—

CHECKMATE by Discovery—which is when an adverse piece is opposed to the king, but is for the time incapable of injury, owing to a piece standing between him and the king : the

discovery takes place when this latter piece is removed, and in case the piece removed is a hostile one ; so that the discovered check arises by the act of the enemy. It is considered a master-stroke, and frequently fatal.

BLIND MATE—is that which is given unwittingly, and not perceived till it has been done : which, of course, is productive of but little merit, and in France, when the game is played strictly, only half the stake (if there be any) is won.

SMOTHERED MATE—is when the king is so surrounded by his own friends that he cannot move out of check for them ; and this mate is generally given by the knight.

FORCED MATE—is that which is clearly seen to be inevitable, though a few desperate sacrifices might for a while protract it.

STALE MATE—called *le pat* by the French, and *lo stallo* by the Italians, from *stall*, a dwelling place, because the king remains in his place,—is when the king, *not being in check*, is so crowded up either by his own or his adversary's pieces that he cannot move *without going into check*, and at the same time has no other piece to move. In this case, he is allowed with us to win the game ; in France, however, it is made a drawn game.

DRAWN GAME.—This must frequently happen between equal players ; and most commonly is occasioned by one of the five follow-

ing means : *First*, by a perpetual check ; *secondly*, by the two king's remaining alone on the field of battle ; *thirdly*, by each king having only a single piece at the end of the game, without any local advantage on either side ; *fourthly*, by the game being so situated, that both sides are on the defensive, and neither will be the first to yield and lose the advantage of his situation ; and *lastly*, when the king, having lost all his men, is not *mated* in fifty moves, from the unskilfulness of his enemy, according to Law XVII.

LA TAVOLA—means that kind of drawn game which is occasioned by continual checks. The French term it, *L'echec perpetuel*.

GAMBIT, *Il Gambetto, L'ancarella, la Gambarola, Jambette, Croc en jambe*.—The real meaning of this word is doubtful ; it appears to be an expression borrowed from wrestling, when a man throws his adversary by a particular stroke of the leg. At Chess it means that kind of game which begins with pushing the king's and king's bishop's pawn two squares each, instead of making one defend the other ; or the queen's and queen's bishop's pawn. The pawn first pushed is called the gambit-pawn : this game is founded rather on experiment than on system. The surrender of the pawn, indeed, is a common feature in all the gambits ; but afterwards the moves vary so much, and depend so greatly on the spirit of

the player, that little connexion can be discovered. It appears, however, that a gambit, equally well played on both sides, will be indecisive ; though the power, which he who sacrifices the pawn has, of always attacking, will be fatal, unless the other party play uniformly well the first ten or twelve moves.

It must be remarked, too, that playing the gambit is in no wise advantageous when a piece is given to the adversary.

EN PRISE.—A piece is said to be *en prise*, when it is in the adversary's power to capture it.

OF BEGINNING THE GAME.—In the game of Chess there are two objects in view, or two modes of winning : *First*, by giving *check-mate* ; which may be done, as before observed though hardly a piece is lost : *Secondly*, by such frequent captures and exchanges that the power on one side is comparatively reduced to nothing, and the *mate* is a necessary consequence.

The right to the first move is decided by lot thus : one of the parties takes a pawn from each side, and holds in his closed hands ; the other calls his pawn, and if he guesses the hand in which it is, he has the move, otherwise not. Afterwards it goes alternately.

No move can be liable to so little exception at Chess as the pushing the king's pawn two squares, for the opening the game. The rea-

sons for this move are principally these : *First*, it leaves the queen, and king's bishop at liberty to act, without exposing the king. *Secondly*, the castles are useless at the beginning of the game ; and therefore their pawns pushed out are not only unnecessary, but they take with them a great safe-guard which the king would find when he castles. And, *thirdly*, the knights, who are the most useful at this stage, can come into play without *their* pawns being moved. *All* Philidor's games (except the *queen's* gambit, expressly so called from the queen's pawn moving first) begin thus ; and no affectation of novelty should induce the learner to do otherwise. If this pawn is threatened (which it will rarely be in the first instance, nothing but the king's knight being able so to do,) the queen's or bishop's pawn may support it. The future moves are not to be defined by theory. The *Calabrois* generally brought out his king's knight to his king's bishop's third square, for his second move ; but this mode is reprobated by Philidor, as will be seen by his third party.

GENERAL REMARKS.—The mode of capture by any piece, or pawn, is the taking off the captured piece, and placing himself in his stead. Any piece may be captured that stands on any one of the squares the piece ranges over, except in the case of the knight, who can only take on the third square, and not on

the one he leaps over, and of the pawn who does not take on the square he might have moved to, but on that lying diagonally before him on the right or left.

The power of taking is *reciprocal* ; so that any adverse piece you can take, may take you. The goodness of play, therefore, consists in having the greatest number of pieces defending, so that in case of mutual exchanges you may gain more than your adversary. The power of taking is also *general* ; and is inherent in the pawn as well as in the king, queen, &c. each taking every thing within its range. It is also *optional* ; as the beautiful variety of the game would be lost were it otherwise, as at Draughts.

A piece guards another, when he is so placed that he might capture the one guarded were he an adversary ; so that the protection arises from the fear of reprisal. The king alone must be defended by placing his guard *between* him and the danger, as he must not in any case be taken.

The arrangement of the pieces, according to their real powers, is as follows :—*Pawn, Knight, King, Bishop, Castle, Queen.* The power each may be said to possess is about

Pawn	- - - - -	$2\frac{1}{2}$	Bishop	- - - - -	$9\frac{3}{4}$
Knight	- - - - -	$6\frac{1}{4}$	Castle	- - - - -	15
King	- - - - -	$7\frac{1}{2}$	Queen	- - - - -	$23\frac{1}{4}$

The *value* of each is commensurate with the *power*, except that of the pawn and the king. If the pawn's chance of promotion be taken into the question, his value will be $4\frac{1}{2}$. And the nature of the game, making the king inviolable, *his* value is above all calculation.

The knowledge of these powers is necessary, in order to appreciate exchanges that may be offered. But, as every player's mode must differ, the learner will himself fix an imaginary value, depending on his own and his adversary's prevailing method.

PHILIDOR'S

ANALYSIS OF CHESS.

FIRST PARTY.

1. W. King's pawn two squares.
B. The same.
2. W. King's bishop to his queen's bishop's fourth square.
B. The same.
3. W. Queen's bishop's pawn one square.
B. King's knight to his bishop's third sq.
4. W. Queen's pawn two squares.

This pawn is advanced two squares, for two important reasons ; the first to hinder your adversary's king's bishop battering your king's bishop's pawn ; the second, to bring the strength of your pawns in the centre of the chess-board.

B. Pawn takes the pawn.

5. W. Pawn takes the pawn.

When you find your game in the present situation, viz. two pawns on a front line, you must take care not to push either of them, before your adversary proposes to change one for the other ; which you will then avoid, by advancing the attacked pawn.

B. King's bishop to his queen's knight's third square.

If, instead of withdrawing, this bishop should give check, you are to cover the check with the bishop ; and in case he

takes your bishop, you must retake the bishop with your knight, who will defend your king's pawn. (*See third variation.*)

6. W. Queen's knight to his bishop's third sq.
B. King castles.
7. W. King's knight to his king's second sq.

Great care must be taken not to play the knight to his bishop's third square, before the bishop's pawn has been advanced two squares, because the knight would prove a hinderance to the motion of the pawn.

- B. Queen's bishop's pawn one square.
8. W. King's bishop to his queen's third sq.

The bishop retires, to avoid being attacked by the queen's pawn, because you would be forced to take his pawn with yours, which would break the centre of your pawns.

- B. Queen's pawn two squares.
9. W. King's pawn one square.
B. King's knight to his king's square.
10. W. Queen's bishop to his king's third sq.
B. King's bishop's pawn one square.

He plays this pawn to give an opening to his castle, and this cannot be hindered whether you or he take.

11. W. Queen to her second square.

You should not take the pawn which is offered you, because your king's pawn would then lose its column; whereas, leaving yours to be taken, you supply its place by the pawn of your queen, and afterwards sustain it with your king's bishop's pawn. These two pawns united will undoubtedly win the game.

- B. King's bishop's pawn takes the pawn.

He takes the pawn to pursue his design of making an opening to his castle.

12. W. Queen's pawn takes the pawn.

[*First Back-game.*]**B. Queen's bishop to his king's third sq.**

He plays this bishop to enable him to push afterwards his queen's bishop's pawn ; you could, it is true, oblige him to double a pawn, by taking his king's bishop with that of your queen, but this would make an opening to his queen's castle : besides, a double pawn is by no means disadvantageous, when connected with other pawns. The present move will be the subject of the first back-game, making him take your queen's bishop with that of his king.

13. W. King's knight to his king's bishop's fourth square.

Your king's pawn being as yet in no danger, your knight attacks his bishop, in order to take him or have him removed.

B. Queen to her king's second square.**14. W. Queen's bishop takes the bishop.**

It is always dangerous to let the adversary's king's bishop stand on the direct line, which attacks your king's bishop's pawn ; and when your queen's pawn cannot close that direction, it is necessary to oppose him with your queen's bishop, and take his bishop for any other piece, as soon as an occasion offers.

B. Pawn takes the bishop.**15. W. King castles on his own side.**

You castle on this side, in order to sustain and strengthen your king's bishop's pawn, which you will advance two squares as soon as your king's pawn is attacked.

B. Queen's knight to his queen's second sq.**16. W. King's knight takes the bishop.****B. Queen takes the knight.****17. W. King's bishop's pawn two squares.****B. King's knight to his queen's bishop's second square.****18. W. Queen's castle to its king's square.****B. King's knight's pawn one square.**

He is forced to push this pawn, to hinder you from playing your king's bishop's pawn upon his queen, which would give you two pawns in a front line upon his ground.

19. W. King's castle's pawn one square.

This pawn is played to enable you to push your king's knight's pawn two squares.

B. Queen's pawn one square.

20. W. Knight to his king's fourth square.

B. King's castle's pawn one square.

He plays this pawn to hinder your knight entering into his game, and forcing his queen to remove, which would immediately give an open field to your pawns.

21. W. Queen's knight's pawn one square.

B. Queen's castle's pawn one square.

22. W. King's knight's pawn two squares.

B. King's knight to his queen's fourth sq.

23. W. Knight to his king's knight's third sq.

You play this knight to advance next your king's bishop's pawn, which will be supported by three pieces.

B. King's knight to adv. king's third sq.

He plays this knight, to cut off the communication between your pieces, and break the strength of your pawns, which he would undoubtedly do, by pushing his king's knight's pawn; but you prevent his design by sacrificing your castle.

24. W. Queen's castle takes the knight.

B. Pawn takes the castle.

25. W. Queen takes the pawn.

B. Queen's castle takes the pawn of the opposite castle.

26. W. Castle to its king's square.

You play this castle to support your king's pawn, which would remain undefended, were you to push your king's bishop's pawn.

B. Queen takes the queen's knight's pawn.

27. W. Queen to her king's fourth square.

B. Queen to her king's third square.

The queen returns to this square, to prevent the check-mate, now ready prepared.

28. W. King's bishop's pawn one square.

B. Pawn takes the pawn.

29. W. Pawn takes the pawn.

B. Queen to her fourth square.

The queen offers to be exchanged for the other queen, in order to break your scheme of giving check-mate with your queen and bishop.

30. W. Queen takes the queen.

B. Pawn takes the queen.

31. W. Bishop takes the pawn in his way.

B. Knight to his third square.

32. W. King's bishop's pawn one square.

You are to observe, that when your bishop runs upon white squares, you must put your pawns upon black ones; or if your bishop runs upon the black, you must have your pawns upon the white; because then your bishop may prevent the adversary's pieces getting between your pawns. This rule is hardly ever to be dispensed with, in case you attack, and have some pawns advanced; but in case of a defence, the rule must be reversed, and the pawns set on squares of the bishop's colour.

B. Queen's castle to adv. queen's knight's second square.

33. W. Bishop to his queen's third square.

B. King to his bishop's second square.

34. W. Bishop to adv. king's bishop's fourth sq.

Here is an example of the abovementioned remark: if your bishop were on black squares, your adversary's king might get in between your two pawns.

B. Knight to adv. queen's bishop's fourth square.

35. W. Knight to adv. king's castle's fourth sq.
B. King's castle gives check.
36. W. Bishop covers the check.
B. Knight to adv. queen's second square.
37. W. King's pawn gives check.

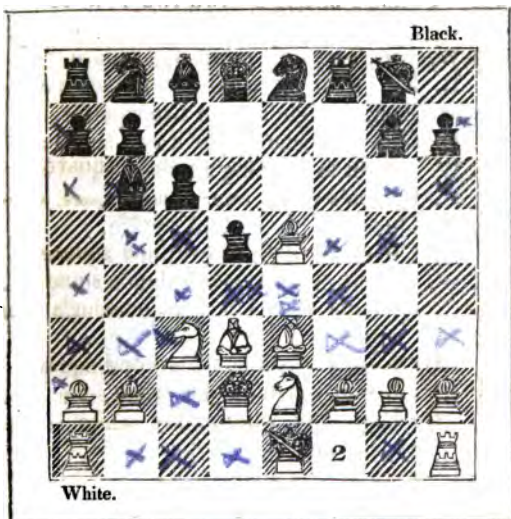
[Second Back-game.]

B. King to his knight's third square.

As the king may retire to his bishop's square, we will make it the subject of a second back-game.

38. W. King's bishop's pawn one square.
B. Castle to its king's bishop's square.
39. W. Knight gives check at his king's bishop's fourth square.
B. King to his knight's second square.
40. W. Bishop to adv. king's castle's fourth sq.
B. Plays any where : the white pushes to queen.

First Back-game, at the Twelfth Move of the Black.



12. W.
B. King's bishop takes the queen's bishop.
13. W. Queen takes the bishop.
B. Queen's bishop to his king's third sq.
14. W. King's knight to his king's bishop's fourth square.
B. Queen to her king's second square.
15. W. Knight takes the bishop.
B. Queen takes the knight.
16. W. King castles on his own side.

- B. Queen's knight to his queen's second square.
17. W. King's bishop's pawn two squares.
B. King's knight's pawn one square.
- 18. W. King's castle's pawn one square.
B. King's knight to his second square.
19. W. King's knight's pawn two squares.
B. Queen's bishop's pawn one square.
20. W. Knight to his king's second square.
B. Queen's pawn one square.
21. W. Queen to her second square.
B. Queen's knight to his third square.
22. W. Knight to his king's knight's third sq.
B. Queen's knight to his queen's fourth square.
23. W. Queen's castle to its king's square.
B. Queen's knight to adv. king's third sq.
24. W. Castle takes the knight.
B. Pawn takes the castle.
25. W. Queen takes the pawn.
B. Queen takes queen's castle's pawn.
26. W. King's bishop's pawn one square.
B. Queen takes the pawn.
27. W. King's bishop's pawn one square.
B. Knight to his king's square.
28. W. King's knight's pawn one square.
B. Queen to adv. queen's fourth square.
29. W. Queen takes the queen.
B. Pawn takes the queen.
30. W. King's pawn one square.
B. Knight to his queen's third square.

31. W. Knight to his king's fourth square.
B. Knight to his king's bishop's fourth sq.
32. W. Castle takes the knight.
B. Pawn takes the castle.
33. W. Knight to adv. queen's third square.
B. King's bishop's pawn one square.
Or any other move, the game being indubitably lost.
34. W. King's pawn one square.
B. Castle to its queen's knight's square.
35. W. Bishop gives check.
B. King retires, having but one place.
36. W. Knight gives check.
B. King removes where he can.
37. W. Knight to adv. queen's square, discovering check.
B. King removes where he can.
38. W. Pushes the king's pawn, makes a queen, and gives check-mate.

*Second Back-game, at the Thirty-seventh
Move of the Black.*



37. W.

B. King to his bishop's square.

38. W. Castle to its queen's castle's square.

B. Castle gives check at adv. queen's knight's square.

39. W. Castle takes the castle.

B. Knight takes the castle.

40. W. King to his castle's second square.

B. Knight to adv. queen's bishop's third square.

41. W. Knight to his king's bishop's fourth sq.
B. Knight to adv. king's fourth square.
 42. W. Knight takes the pawn.
B. Castle to its king's knight's fourth sq.
 43. W. King's pawn one square, and gives check.
B. King to his bishop's second square.
 44. W. Bishop gives check at adv. king's third square.
B. King takes the bishop.
 45. W. King's pawn makes a queen and wins the game.
-

FIRST VARIATION ON THE PRECEDING GAME.

1. W. King's pawn two squares.
B. The same.
2. W. King's bishop to his queen's bishop's fourth square.

This is the best place the king's bishop can occupy in the first moves of a party ; here he batters the adverse king's bishop's pawn, against which the first attacks are generally formed.

B. The same.

As the black may play his king's knight to the bishop's third square, we will make a different game of it. (*See Second Variation.*)

3. W. Queen's bishop's pawn one square.

[*First Back-game.*]

B. Queen to her king's second square.

He prevents you from establishing two pawns abreast, and occupying the centre. On this move, the black has

three other ways of playing, which will make the subject of two variable and one back-game. (*See Third and Fourth Variation.*)

[*Second Back-game.*]

4. W. King's knight to his bishop's third sq.

If you had moved this knight to your king's second square you would have lost the game. The subject of the second back game.

[*Third Back-game.*]

B. The same.

It would have been bad play for him to have taken your king's bishop's pawn. Another subject for a third back-game.

5. W. Queen to her king's second square.

[*Fourth Back-game.*]

B. Queen's pawn one square.

Had he attacked your king's-bishop's pawn with his knight, it would have given you time to establish your pawns in the centre. A new subject for a fourth back-game.

[*Fifth Back-game.*]

6. W. Queen's pawn one square.

If you had pushed this pawn two squares, you might have occupied the centre for a moment, but could not have kept it long ; as will be seen by a fifth back-game.

B. Queen's bishop's pawn one square.

• If he had moved his queen's bishop to your king's knight's fourth square, you should immediately have pushed your king's castle's pawn one square ; you must never leave your pieces under the control of the bishop's direction, if you can help it.

7. W. King's castle's pawn one square.

B. The same.

The pawns have been played on both sides to prevent the bishops from becoming troublesome to the knights.

8. W. Queen's bishop to his king's third sq.

When your queen's pawn cannot break the direction of the adverse king's bishop upon your king's bishop's pawn, you must preserve your queen's bishop, in order to post him at your king's third square ; because this bishop is the only piece which can be effectually opposed to the adverse king's bishop.

B. King's bishop takes the bishop.

If he had moved back his king's bishop, instead of taking your bishop, he would have lost a turn : when you exchange pieces, it is an advantage to take first, unless it should be more advantageous to allow the adversary to take first : as, for instance, if you wish to remove a double pawn, or make it change its file.

9. W. Queen takes the bishop.

B. Queen's bishop to his king's third sq.

10. W. King's bishop takes the bishop.

B. Queen takes the bishop.

You may now see the advantage of your king's castle's pawn being played at the seventh move, for he might at present attack you with his king's knight, and afterwards play his king's bishop's pawn to bring him again into action. These hits ought to be carefully improved, especially in parties wherein your adversary forces out your knights before your pawns.

11. W. Queen's knight to his queen's second square.

B. The same.

12. W. King castles on his own side.

B. The same.

This game is now equal ; the white has preserved the advantage of the move ; he who first can bring his king's bishop's pawn into play, by pushing it two squares, will undoubtedly gain the advantage of situation.

First Back-game on the Third Move of the Black.

3. W.

B. Queen's knight to his bishop's third sq.

He plays this knight to hinder you from pushing your queen's pawn two squares. If, instead of this knight, he had played his queen's bishop's pawn one square, your next move might equally take place.

4. W. Queen's pawn two squares.

[Supplement to First Back-game.]

B. King's pawn takes the pawn.

He might have prevented this move, by bringing back the bishop to his queen's knight's third square, which move will make a supplement to this back-game.

5. W. King's bishop takes adv. king's bishop's pawn.

B. King takes the bishop.

If he should not take your bishop, you must take his king's knight, and push your queen's knight's pawn two squares, attacking his bishop, and afterwards push upon his queen's knight, in order to take his pawn with your queen's bishop's pawn.

6. W. Queen to adv. king's castle's fourth sq.

B. King's knight's pawn one square.

7. W. Queen takes the king's bishop.

In this position, the white will have a very good game.

Supplement to the First Back-game on the Fourth Move of the Black.

4. W.

B. King's bishop to his queen's knight's third square.

5. W. King's knight to his king's second sq.
B. King's knight to his bishop's third sq.
6. W. Queen to her third square.
B. King castles.
7. W. King's bishop's pawn two squares.
B. King's pawn takes the queen's pawn.
8. W. King's pawn one square.

If on this move he withdraw his king's knight, he gives you an opportunity of establishing your pawns in the centre.

B. Queen's pawn two squares.

He takes this opportunity to stop the progress of your king's bishop, and to get an advantageous position for his knight.

9. W. King's bishop to his queen's knight's third square.
B. King's knight to adv. king's fourth sq.
10. W. Queen's bishop's pawn takes the pawn.
B. King's bishop's pawn two squares.
11. W. Queen's knight to his bishop's third sq.
B. Queen's bishop to his king's third sq.

In this situation, the black has as good a game as the white : there is indeed a pawn passed and sustained on the side of the white ; but this advantage is quite counterbalanced by the post of the royal knight of the black, who cannot be dislodged but by changing piece for piece ; and, in that case, the pawns of the black would reunite in the centre, giving equally to them as to the white a passed pawn.

Second Back-game on the Fourth Move of the White.

4. W. King's knight to his king's second sq.

If this move did not cost you a pawn, it would undoubtedly be the most convenient place for the knight ; because, here he does not obstruct the passage of the pawns. See next back-game.

B. King's bishop takes the pawn and gives check.

5. W. King takes the bishop.

B. Queen to her bishop's fourth square, giving check.

6. W. Queen's pawn two squares.

B. Queen takes the bishop.

7. W. Queen's knight to his castle's third sq.

B. Queen to her king's third square.

The black must win the game, having the advantage of a pawn, and a good situation.

Third Back-game on the Fourth Move of the White.

4. W. King's knight to his bishop's third sq.

B. King's bishop takes the pawn and gives check.

5. W. King takes the bishop.

B. Queen to her bishop's fourth square, giving check.

6. W. Queen's pawn two squares.

B. Queen takes the bishop.

7. W. King's knight takes the adv. king's pawn.

B. Queen to her king's third square.

8. W. Queen to her king's bishop's third sq.
B. Queen's pawn one square.
9. W. King's knight to his queen's third sq.
B. King's knight to his bishop's third sq.
10. W. King's castle to its king's square.
B. King castles.

So situated, the white has the advantage, his pieces being better brought out, and more conveniently arranged.

Fourth Back-game on the Fifth Move of the Black.

5. W.
B. King's knight to adv. king's knight's fourth square.
6. W. Queen's pawn two squares.
B. King's pawn takes the pawn.
7. W. Queen's bishop's pawn takes the pawn.
B. King's bishop gives check.
8. W. Queen's knight to his bishop's third sq.

If he take this knight with his bishop, it will mend your game, because this move will bring your pawns into the centre.

B. King's knight to his bishop's third sq.

Here you might push your king's pawn one square, and gain two moves by so doing ; but this pawn once pushed, your adversary would offer to exchange pawns with you twice, by pushing one square his queen's pawn, as well as that of his king's bishop ; your pawn would then remain alone and separate : it is therefore better to leave your two pawns abreast, to avoid opening your game.

9. W. King's bishop to his queen's third sq.
B. King castles.

He castles in order to attack your king's pawn with his castle. you must therefore castle likewise, that, in case of an attack, you may sustain it with your king's castle.

10. W. King castles.

B. Queen's pawn one square.

11. W. King's castle's pawn one square.

B. The same.

12. W. Queen's bishop to his queen's second square.

It is pretty evident that the white has the better game, having the advantage of three moves more than the black, and the pawns besides farther advanced : nothing remains on the side of the white but to disengage the king's bishop's pawn as soon as possible ; that will decide the game entirely against the black.

Fifth Back-game on the Sixth Move of the White.

6. W. Queen's pawn two squares.

B. King's pawn takes the pawn.

7. W. Queen's bishop's pawn takes the pawn.

B. King's bishop gives check.

8. W. Queen's bishop covers the check.

B. Bishop takes the bishop.

9. W. Queen's knight takes the bishop.

B. Queen's pawn one square.

This party is entirely equal on both sides ; your pawns in the centre are broken. This mode of play may be ventured with an antagonist to whom you give some advantage.

SECOND VARIATION ON THE FIRST PARTY.

1. W. King's pawn two squares.
B. The same.
2. W. King's bishop to his queen's bishop's fourth square.
B. King's knight to his bishop's third sq.
3. W. Queen's pawn one square.
B. King's bishop to his queen's bishop's fourth square.
1. W. King's knight to his bishop's third sq.

Though the getting out the pieces before the pawns must be avoided as much as possible, I think this play is absolutely necessary in the present situation, to keep the advantage of the move : nevertheless, you might on the same move push your king's bishop's pawn two squares : such a game, though dangerous in itself, is very good against a player to whom some advantage is given.

- B. Queen's pawn one square.
5. W. Queen's bishop's pawn one square.
B. King castles.

If, instead of castling, he had played his queen's bishop to your king's knight's fourth square, you might have played your queen to his knight's third square, which would have given you the game ; but were he to play the same bishop to his king's third square, you should take his bishop with yours, and afterwards play your queen to her knight's third square.

6. W. Queen's castle's pawn two squares.
B. The same.

If he had not played thus, his king's bishop must have been forced by your pawns.

7. W. King castles.
B. Queen's bishop to his king's third sq.

Had he played this same bishop to your king's knight's fourth square, you must have pushed your queen's pawn one

square ; and if he take your king's knight with his bishop, you would take with your knight's pawn, in order the better to bring your castles into play. as they then might attack the pawns that cover the adverse king.

8. W. King's bishop takes the bishop.

B. Pawn takes the bishop.

9. W. Queen to her knight's third square.

Your queen attacks two pawns, which your adversary cannot sustain any otherwise than by playing his queen to her bishop's square ; this situation often takes place in the first moves of a party, and very frequently your adversary finds himself in the impossibility of sustaining the two pawns at once.

B. Queen to her bishop's square.

10. W. Queen's pawn one square.

B. King's pawn takes the pawn.

11. W. Queen's bishop's pawn takes the pawn.

B. Bishop to his queen's knight's third sq.

If he had played his bishop to your queen's knight's fourth square, you must have sustained your royal pawn with your queen.

12. W. Queen's knight to his bishop's third sq.

B. The same.

13. W. Queen's bishop to his king's third sq.

B. King's knight to adv. king's knight's fourth square.

14. W. King's castle's pawn one square.

Doubled pawns, when not separated, are as good as the others, and even, sometimes, more profitable.

B. King's knight takes the bishop.

15. W. King's bishop's pawn takes the knight.

B. King's castle's pawn one square.

He plays this pawn to hinder your knight from attacking his king's pawn, as otherwise he would be forced to defend it with his castle, which would afford you time to double your castles on the column of your king's bishops. It is

proper to observe, that, in almost every case, whoever makes himself master of an opening with his castle, doubled must have the advantage ; it is, therefore, the adversary's business never to yield these passes.

16. W. King's knight's pawn two squares.
B. The same.
17. W. King's castle to its bishop's second sq.
B. Queen to her second square.
18. W. Queen's castle to its king's bishop's sq.
B. King to his knight's second square.

So situated, the white must have chiefly in view to oblige the adversary to push his king's pawn one square, so that he may place a knight, sustained by two pawns, at the fourth square of the same king's bishop, which ought to decide the game entirely in his favour : the black then ought, in opposition, to seek the means of doubling his two castles, and bringing the queen's bishop's pawn again into play, by pushing him two squares.

THIRD VARIATION ON THE FIRST PARTY.

1. W. King's pawn two squares.
B. The same.
2. W. King's bishop to his queen's bishop's fourth square.
B. The same.
3. W. Queen's bishop's pawn one square.
B. King's knight to his bishop's third sq.
4. W. Queen's pawn two squares.

You might push this pawn only one square, but then your situation would be the same as that already shown in the second variation.

B. King's pawn takes the pawn.

[Back-game.]

5. W. Queen's bishop's pawn takes the pawn.

Instead of taking, you might push the king's pawn one square which would not be amiss against a player to whom some advantage is given. The subject of a back-game.

B. King's bishop gives check.

The first party fully proves, that, by the removal of this bishop to his queen's knight's third square, the adversary is allowed to establish his pawns in the centre.

6. W. Queen's bishop covers the check.

B. King's bishop takes the bishop.

7. W. Queen's knight takes the bishop.

B. Queen's pawn two squares.

Had he not played in this manner he would have given you time to occupy the centre with your pawns.—this has been already sufficiently proved in the first party, and the preceding variations.

8. W. King's pawn takes the pawn.

B. King's knight takes the pawn.

9. W. Queen to her knight's third square.

You might give check with your queen at your king's second square ; but this move would enable your adversary to get out his queen's bishop ; besides, the king and queen are never to be placed on the same line, when that is opened and unguarded by the pawns.

B. Queen's bishop's pawn one square.

10. W. King's knight to his king's second sq.

B. King castles.

11. W. King castles on his own side.

B. King's knight to his queen's knight's third square.

He plays this with a view either to get out his queen's bishop, or to get rid of your king's bishop.

12. W. King's bishop to his queen's third square.

B. Queen's bishop to his king's third square.

13. W. Queen to her bishop's second square.

B. King's knight's pawn one square.

14. W. King's bishop's pawn two squares.

You push this pawn to break the chain of pawns that cover his king

B. The same.

As he has pushed his king's bishop's pawn two squares, you must endeavour to post one of your knight's at the adverse king's fourth square, whence he cannot be driven by any piece unless he be taken, and then you may re-unite your pawns in the centre.

15. W. Queen's knight to his king's bishop's third square.

B. Queen's knight to his queen's second square.

16. W. Queen's knight to adv. king's fourth square.

B. Queen's knight to his king's bishop's third square.

He will not re-unite your pawns by taking your knight.

17. W. Queen's castle to its queen's square.

B. King's knight to his queen's fourth square.

18. W. Queen to her second square.

This move is necessary, to prevent his knight from posting himself at your king's third square.

B. Queen's castle's pawn two squares.

19. W. King's knight to his queen's bishop's third square.

In this position, the advantage is on the side of the white, on account of the place where the queen's knight stands; however, this advantage is not of such consequence as to

decide the game : the black must be mindful not to take the knight, before he has destroyed one of the pawns that sustain him, which may be done by changing the queen's bishop's pawn against the adverse queen's pawn, and then both games will be even.

Back-game on the Fifth Move of the White.

5. W. King's pawn one square.

B. Queen to her king's second square.

Had he withdrawn his knight, that move alone would have given you the game.

6. W. Queen's bishop's pawn takes the pawn.

B. King's bishop gives check.

7. W. Queen's bishop to his queen's second square.

You might cover this check with your queen's knight, placing him at his bishop's third square, and if he then played his king's knight to your king's fourth square, you would find some way of sustaining your centre ; in that situation, his best play would be to push his queen's pawn two squares.

B. King's bishop takes the bishop.

8. W. Queen's knight takes the bishop.

B. Queen's pawn one square.

Had he pushed this pawn two squares, your centre would have been safe.

9. W. Queen to her king's second square.

If you had played your king's bishop's pawn two squares, he might have broken your pawns, by pushing his queen's bishop's pawn two squares.

B. Queen's pawn takes the pawn.

10. W. Queen's pawn takes the pawn.

B. King's knight to his queen's second square.

11. W. King's bishop's pawn two squares.

B. King's bishop's pawn one square.

12. W. King's knight to his bishop's third square.

B. King's bishop's pawn takes the pawn.

It appears, by this back-game, that the black, by playing properly, has succeeded in breaking the central white pawns, which proves how dangerous it is, when two pawns stand on a front line in the centre, to advance one before your adversary has offered to change one of those pawns, that by the way may serve to break those very first pawns: if, instead of having pushed his queen's and his bishop's pawns only one square, he had advanced either of them two squares, your centre would have remained safe.

FOURTH VARIATION ON THE FIRST PARTY.

1. W. King's pawn two squares.

B. The same.

2. W. King's bishop to his queen's bishop's fourth square.

B. The same.

3. W. Queen's bishop's pawn one square.

[Back-game.]

B. Queen to her king's bishop's third sq.

As, instead of this move, he might have played his queen to your king's castle's fourth square, it will be the subject of a back-game.

4. W. King's knight to his bishop's third sq.

He forces you to get out your king's knight before your pawn; but, after the first moves, you must think of the proper means of bringing him again into play. You might have prevented this move with your queen; but she is better at her home, because there she enables you to advance, with force, the same queen's pawn upon his king's bishop.

B. Queen's knight to his bishop's third square.

He plays his knight in order to hinder you from pushing your queen's pawn two squares, which would mask the attack of his bishop.

5. W. Queen's knight's pawn two squares.

It is not always advantageous to push the pawns on the wings; they must be advanced cautiously.

B. King's bishop to his queen's knight's third square.

6. W. Queen's castle's pawn two squares.

B. Queen's castle's pawn one square.

If he had advanced the pawn two squares, you must have pushed yours upon his knight, according to the rule already prescribed, always to advance the attacked pawn.

7. W. Queen's pawn one square.

B. The same.

8. W. King's castle's pawn one square.

B. The same.

9. W. Queen to her king's second square.

B. Queen's bishop to his king's third square.

Not being able to break your king's bishop's direction with his pawns, he strives to do it with his queen's bishop.

10. W. Queen's knight to his castle's third square.

B. King's knight to his king's second sq.

11. W. King's bishop takes the bishop.

B. Queen takes the bishop.

He might take this bishop with his pawn, and it would be no bad play.

12. W. Queen's knight to his bishop's fourth square.

B. King castles on his own side.

If he had castled on his queen's side, he would have yielded to you the advantage of his situation.

13. W. Queen's knight takes the bishop.

B. Queen's bishop's pawn takes the knight.

14. W. Queen's bishop to his king's third square.

B. King's knight to his queen's bishop's square.

15. W. King castles on his own side.

B. King's bishop's pawn two squares.

16. W. King's pawn takes the pawn.

Had you not taken this pawn, he would have advanced it one square more upon your bishop, have dislodged him, and got an easy attack upon your king's wing with his pawns.

B. Queen takes the pawn.

Now the business of the white must be to change the king's bishop's pawn, with the adversary's royal pawn, and that will turn the advantage on your side.

*Back-game on the preceding Variation, at
the Third Move of the Black.*

3. W.

B. Queen to adv. king's castle's fourth square.

4. W. Queen to her king's second square.

B. King's knight to his bishop's third square.

5. W. Queen's pawn one square.

B. King's knight to adv. king's knight's fourth square.

6. W. King's knight's pawn one square.

You might play your king's knight to his bishop's third square.

B. Queen to her king's bishop's third square.

If, instead of withdrawing his queen, he had taken your king's bishop's pawn, by giving check, you must have taken his bishop with your queen ; you would have gained a piece by it.

7. W. King's knight to his castle's third square.

Though the castle's third square is not the best place for the getting out the knights, it becomes necessary, however, in the present situation.

B. Queen's pawn one square.

8. W. King's bishop's pawn one square.

B. King's knight to adv. king's third square.

Had he withdrawn this knight, you must then have placed yours, now attacked, at his bishop's second square, and then have carried your queen's bishop to your king's third square, to get rid of his king's bishop.

9. W. Queen's bishop takes the knight.
B. King's bishop takes the bishop.
10. W. Queen takes the bishop.
B. Queen's bishop takes the knight.
11. W. Queen's knight to his queen's second square.
B. The same.

It is evident that the white has several moves over the black ; the reason is, that the black has been too hasty in getting out the queen, and that even now she has not reached the place where she should properly stand.



SECOND PARTY.

1. W. King's pawn two squares.
B. The same.
2. W. King's bishop to his queen's bishop's fourth square.
B. Queen's bishop's pawn one square.
3. W. Queen's pawn two squares.

It is absolutely necessary to push this pawn two squares to prevent your adversary from bringing his pawns into the centre of the board, which he certainly could do by pushing his queen's pawn two squares, and attacking your bishop, which would give him the move and attack upon you.

✓ [First Back-game.]

B. Pawn takes the pawn.

Had he pushed his queen's pawn two squares, instead of taking, it would have quite altered the game, so we will make it the subject of a back-game.

4. W. Queen takes the pawn.

B. Queen's pawn one square.

5. W. King's bishop's pawn two squares.

B. Queen's bishop to his king's third sq.

He has two reasons for playing this bishop : the first is, to push his queen's pawn, in order to make room for his king's bishop ; the second, to oppose it to your king's bishop, and get rid of him in time, according to the rule prescribed in the first party.

6. W. King's bishop to his queen's third sq.

B. Queen's pawn one square.

7. W. King's pawn one square.

B. Queen's bishop's pawn one square.

8. W. Queen to her king's bishop's second sq.

✓ [Second Back-game.]

B. Queen's knight to his queen's bishop's square.

If, instead of getting out his pieces, as he does by playing his knight, he should continue to push on his pawns, he might easily lose the game : it must be observed that one or two pawns too far advanced may be reckoned as lost, except when all the pieces have an open field to protect them, or when the same pawns may be sustained or supplied by others. This will be shown by a back-game that will convince you, that two pawns in a front line, situated upon the chess-board's fourth square, are better than upon the sixth square.

9. W. Queen's bishop's pawn one square.

B. King's knight's pawn one square.

10. W. King's castle's pawn one square.

B. King's castle's pawn two squares.

He pushes this pawn two squares, to prevent your pawns falling upon his. Here, it must be observed, are two equal bodies of pawns on the board : you have four to three on the king's side, and he likewise has four to three on his queen's side ; he that is first able to separate his adversary's pawns, on the side where they are most in number, will undoubtedly win the game.

11. W. King's knight's pawn one square.

This move is most material, because, by pushing his king's castle's pawn one square, he would immediately cut off the communication between your pawns: your king's knight's pawn could not then join that of your bishop, without being exposed to be taken by his castle's pawn.

B. King's knight to his castle's third sq.

12. W. King's knight to his bishop's third sq.

B. King's bishop to his king's second sq

13. W. Queen's castle's pawn two squares.

B. King's knight to his bishop's fourth sq.

14. W. King to his bishop's square.

B. King's castle's pawn one square.

15. W. King's knight's pawn one square.

B. Knight gives check to the king and castle.

16. W. King to his knight's second square.

B. Knight takes the castle.

17. W. King takes the knight.

Though a castle is commonly a better piece than a knight, yet your game is perhaps better than his: because, notwithstanding this loss, your king is safe, and you are the better enabled to form your attack on whichever side your adversary may choose to castle.

B. Queen to her second square.

18. W. Queen to her king's knight's square.

It is essential to play your queen to sustain your king's knight's pawn, lest he should sacrifice his bishop for your two pawns, which he certainly would do: because, all the strength of your game consisting in your pawns, the breaking of them would give him the attack upon you, and probably make you lose the game.

B. Queen's castle's pawn two squares.

19. W. Queen's bishop to his king's third sq.

You play this bishop, in order to engage your adversary to push his queen's bishop's pawn, which would give you the game very soon, by making an opening for your knights.

B. Queen's knight's pawn one square.

20. W. Queen's knight to his castle's third sq.

B. King castles on his queen's side.

He castles on that side to avoid the strength of your pawns upon his king, and the more so, because they are already farther advanced than those on the queen's side.

21. W. King's bishop gives check.

B. King to his queen's bishop's second sq.

22. W. Queen's knight to his queen's bishop's second square.

Had you given him check with this knight, you would have entangled your bishop, and lost many moves : it is therefore better to go back.

B. Queen's castle to its square.

23. W. King's bishop to adv. queen's knight's fourth square.

B. Queen to her own square.

He brings back his queen to her own home, with a design to put her next at her king's bishop's square, and better sustain his queen's bishop's pawn.

24. W. Queen's knight's pawn two squares.

B. Queen to her king's bishop's square.

25. W. Queen's knight's pawn takes queen's bishop's pawn.

B. Queen's knight's pawn takes the pawn.

26. W. King's knight to his queen's second square.

You play this knight with a view to pursue your attack on his pawn, on the capture of which the game depends.

[*Third Back-game.*]

B. Queen's bishop's pawn one square.

He plays this pawn in order to gain a move, and to hinder your king's knight from placing himself at your queen's knight's third square ; but, as this move may be played differently, it will be the subject of a back-game.

27. W. King's knight to his bishop's third sq.
 B. King's bishop's pawn one square.

Let him now play what he will, he must lose, as your knights have a free passage into his game.

28. W. Queen's bishop gives check.
 B. King to his queen's knight's second square.

29. W. Bishop takes the knight with check.
 B. King takes the bishop.

30. W. King's knight gives check.
 B. King to his queen's second square.

If his king take your queen's bishop, you have his queen by a discovered check upon him; and if he remove his king elsewhere, he loses his queen's bishop.

31. W. King's bishop's pawn one square.
 B. Bishop to his king's knight's square.

32. W. King's pawn gives check.
 B. King to his own square.

33. W. King's knight to adv. queen's knight's fourth square.

B. King's bishop to his queen's third sq.

34. W. Queen to her fourth square.

The queen next takes the adversary's queen's pawn, exposes every one of his pieces, and wins the game.

B. Lost every where.

*First Back-game on the Third Move of the
 Black.*

3. W.
 B. Queen's pawn two squares.

4. W. King's pawn takes the pawn.
B. Queen's bishop's pawn takes the pawn.
5. W. Bishop gives check.
B. Queen's bishop covers the check.
6. W. King's bishop takes the bishop.
B. Queen's knight takes the bishop.
7. W. Queen's pawn takes the pawn.
B. Knight takes the pawn.
8. W. Queen to her king's second square.
B. The same.
9. W. Queen's knight to his bishop's third square.
B. King castles.
10. W. Bishop to his king's bishop's fourth square.
B. Queen's knight to his bishop's third square.
11. W. King castles.
B. Queen takes the queen.
12. W. King's knight takes the queen.
B. Queen's pawn one square.
13. W. Queen's knight to his king's fourth square.
B. King's bishop's pawn one square.
14. W. King's castle's pawn two squares.
B. King's castle's pawn two squares.
15. W. King's castle to its third square.
B. King's knight to his castle's third square.
16. W. Bishop takes the knight.
B. Castle takes the bishop.

27. W. King's knight to his bishop's third sq.

B. King's bishop's pawn one square.

Let him now play what he will, he must lose, as your knights have a free passage into his game.

28. W. Queen's bishop gives check.

B. King to his queen's knight's second square.

29. W. Bishop takes the knight with check.

B. King takes the bishop.

30. W. King's knight gives check.

B. King to his queen's second square.

If his king take your queen's bishop, you have his queen by a discovered check upon him ; and if he remove his king elsewhere, he loses his queen's bishop.

31. W. King's bishop's pawn one square.

B. Bishop to his king's knight's square.

32. W. King's pawn gives check.

B. King to his own square.

33. W. King's knight to adv. queen's knight's fourth square.

B. King's bishop to his queen's third sq.

34. W. Queen to her fourth square.

The queen next takes the adversary's queen's pawn, exposes every one of his pieces, and wins the game.

B. Lost every where.

First Back-game on the Third Move of the Black.

3. W.

B. Queen's pawn two squares.

Second Back-game, at the Eighth Move of the Black.



8. W.
B. Queen's bishop's pawn one square.
9. W. King's bishop to his king's second square.
B. Queen's pawn one square.
10. W. Queen's bishop's pawn one square.
B. Queen's pawn one square.
11. W. King's bishop to his third square.
B. Queen's bishop to his queen's fourth square.

12. W. Queen's knight's pawn one square.
B. Queen's knight's pawn two squares.
13. W. Queen's castle's pawn two squares.
B. Queen's bishop's pawn takes the pawn.
14. W. Queen's castle's pawn takes the pawn.
B. Queen's bishop takes the bishop.
15. W. King's knight takes the bishop.
B. Queen's knight to his queen's second square.
16. W. Queen's bishop at his king's third sq.
B. Castle to its queen's knight's square.
17. W. Queen's bishop's pawn one square.
B. Queen's knight to his third square.
18. W. Queen's knight to his queen's second square.
B. King's bishop to adv. queen's knight's fourth square.
19. W. King castles.

In this position, you must win the game, as your pawns, on the right wing, are supported, whilst those of the adversary, being separated, must be lost.

✓ *Third Back-game at the Twenty-sixth Move
of the Black.*



26. W.

B. King's bishop's pawn one square.

27. W. King's knight to his queen's knight's third square.

B. Queen's bishop's pawn one square.

28. W. Queen's bishop gives check.

B. King to his queen's knight's second sq.

29. W. King's knight gives check at adv. queen's bishop's fourth square.

- B. King's bishop takes the knight.
30. W. Queen's bishop takes the bishop.
B. Queen to her bishop's square.
31. W. Castle to its queen's knight's square.
B. King to his queen's bishop's second sq.
32. W. Queen's bishop gives check at adv.
queen's third square.
B. King to his queen's square.
33. W. Queen gives check at adv. queen's
knight's third square.
B. King any where, loses the game.
-

VARIATION ON THE SECOND PARTY.

1. W. King's pawn two squares.
B. The same.
2. W. King's bishop to his queen's bishop's
fourth square.
B. Queen's bishop's pawn one square.

He prepares to push his queen's pawn two squares, in order to break the direction of your king's bishop, occupy the centre with his pawns, and gain the advantage of the move.

3. W. Queen's pawn two squares.

[First Back-game.]

- B. King's pawn takes the pawn.

He might, according to his first design, have pushed his queen's pawn two squares. This will furnish the subject for a back-game.

4. W. Queen takes the pawn.

B. Queen's pawn one square.

If he had played his king's knight to his bishop's third square, you must have attacked his knight with your king's pawn, by which play you would have won many moves.

5. W. King's bishop's pawn two squares.**B. Queen's bishop to his king's third sq.**

As he cannot break the direction of your king's bishop with his queen's pawn, he opposes the bishop of his queen to that of your king; if, instead of this move, he had advanced his king's bishop's pawn two squares, you must then have pushed your king's pawn.

6. W. King's bishop takes the bishop.**B. King's bishop's pawn takes the bishop.****7. W. Queen's bishop's pawn two squares.**

[*Second Back-game.*]

B. Queen's pawn one square.

He makes this move in order to break your pawns in the centre, or to be able to establish himself there strongly on his queen's side; he would have played wrong, had he pushed his queen's bishop's pawn upon your queen. The subject of a back-game.

8. W. Queen's bishop's pawn takes the pawn.**B. King's pawn takes the pawn.**

It would be bad play on his side to take with his queen's bishop's pawn, because his pieces would again be shut up: besides, they would occupy less ground than yours.

9. W. King's pawn one square.**B. Queen's bishop's pawn one square.****10. W. Queen to her king's bishop's second square.**

It would be wrong to give check with your queen; she ought never to be removed from the centre, you must, on the contrary, keep her behind your pawns, especially in the beginning of a party.

B. Queen's knight to his bishop's third square.

11. W. King's knight to his bishop's third sq.

[*Third Back-game.*]

B. Queen's pawn one square.

It would again have been very bad play for him to have pushed his queen's bishop's pawn ; and a back-game on this move will show of how great a consequence it is, when you have a knot of pawns, to push the leading one forwards.

12. W. King castles.

B. Queen to her fourth square.

13. W. King's castle to its queen's square.

This move is very necessary, to prevent him from pushing his queen's bishop's pawn, which would bring two of his pawns abreast upon your ground, besides affording a favourable opportunity for his bishop to get out.

B. King castles.

If he had pushed his queen's knight's pawn two squares, you would have won a pawn, by attacking his queen with your queen's knight.

14. W. Queen's knight's pawn one square.

B. King's knight to his castle's third sq.

15. W. Queen's knight to his castle's third sq.

B. King's bishop to his king's second sq.

16. W. Queen's bishop to his queen's knight's second square.

This party is quite even ; the position is as good on one side as the other ; the two bishops are both entangled and the castles entirely free.

First Back-game on the Variation of the Second Party at the Third Move of the Black.

3. W.

B. Queen's pawn two squares.

4. W. King's pawn takes the pawn.

B. Queen's bishop's pawn takes the pawn.

5. W. King's bishop gives check.

If, instead of giving check, you had removed this bishop to your queen's third square, you would have lost the advantage, both of the move and of the situation, because he would immediately have made himself master of the centre, by pushing his king's pawn.

B. Bishop covers the check.

6. W. King's bishop takes the bishop.

B. Queen's knight takes the bishop.

7. W. Queen's pawn takes the pawn.

B. Queen's knight takes the pawn.

8. W. Queen to her king's second square.

B. The same.

If he had sustained this knight in any other manner, he would have lost him, by your immediately pushing your king's bishop's pawn two squares.

9. W. Queen's knight to his bishop's third square.

B. King castles.

10. W. Queen's bishop to his king's bishop's fourth square.

B. Queen's knight to his bishop's third square.

11. W. King castles.

Such being the situation of the game, you must have chiefly two objects in view : first, to preserve the queen's

bishop, who, by his direction, is very troublesome to the adverse king, and next to attack the queen's pawn, which, being separated from the other pawns, can no longer be sustained but by the pieces ; it is always advantageous to attack a separated pawn, were it only to employ the adversary's pieces.

*Second Back-game on the Variation of the
Second Party at the Seventh Move of the
Black.*



7. W.

B. Queen's bishop's pawn one square.

This move entirely decides the game. You must leave him no other opportunity of pushing his queen's pawn ; if you succeed, his king's bishop must remain imprisoned, and, besides, your pieces will cover much more ground than those of your adversary.

8. W. Queen to her third square.

B. King's knight to his bishop's third sq.

9. W. Queen's knight to his bishop's third square.

B. The same.

10. W. Queen's castle's pawn one square.

This move is essential, as he would otherwise have attacked your queen with his queen's knight, and thereby have got one piece more on his queen's fourth square, in order next to push his queen's pawn, and by that means disengage his pieces.

B. King's bishop to his king's second sq.

11. W. King's knight to his bishop's third sq.

B. King castles.

12. W. King's knight's pawn one square.

If you had been able to remove your queen's bishop to his king's third square, he would have played his king's knight to his fifth square, in order to take your bishop and free that of his king ; besides, it is advantageous to preserve, as much as possible, a bishop of the same colour as that of your adversary. The directions of the bishops are very dangerous, in almost all cases ; and the best way to ward off their attacks is to oppose bishops to bishops.

B. Queen's knight to his castle's fourth square.

He plays this knight in order to exchange him for your bishop.

13. W. Queen's bishop to his king's third sq.

B. Queen's knight to adv. queen's knight's third square.

14. W. Queen's castle to its queen's square.

B. King's knight to adv. king's knight's fourth square.

15. W. Queen's bishop to his king's knight's square.

None of these moves are dangerous, because they do not break the centre ; and you may dislodge these same knights whenever you please ; this proves that real attacks are to be made only with the help of several united pieces, and very seldom succeed with one or two.

B. Queen's castle's pawn one square.

He makes this move in order to hinder your queen's knight from attacking his queen's pawn.

16. W. King's castle's pawn one square.

B. King's knight to his bishop's third sq.

17. W. Queen's bishop to his king's third sq.

B. King's knight to his castle's fourth sq.

18. W. Queen's knight to his king's second sq.

B. Queen's knight to his castle's fourth square.

Instead of moving this knight, he might have sustained him by playing his queen to her knight's third square ; but then you would have pushed your king's knight's pawn.

19. W. King castles.

In this situation the white must win, if he can prevent the adverse queen's pawn from advancing, and he be not too hasty in pushing the pawns on the right wing, till the king is ready to sustain them.

*Third Back-game on the Variation of the
Second Party at the Eleventh Move of the
Black.*



11. W.
- B. Queen's bishop's pawn one square.
12. W. Queen's bishop to his king's third sq.
- B. King's bishop gives check.
13. W. Queen's knight to his bishop's third sq.

If he should take your knight, his queen's pawn must necessarily fall into your hands, because it cannot be sustained by any other pawn ; besides, you may attack it with all your pieces.

B. King's knight to his king's second sq.

14. W. King castles on his own side.

B. King's knight to his bishop's fourth square.

He plays this knight to get rid of your bishop, and open afterwards a free passage for his king's bishop upon your king and queen, which would prove very dangerous.

15. W. Queen's castle to its queen's square.

You play this castle with a view either to oblige him to sustain the pawn of his queen, or to take your knight.

B. King's knight takes the bishop.

16. W. Queen takes the knight.

B. Queen's knight to his king's second square.

17. W. King to his castle's square.

You might have taken his queen's pawn with your knight, and afterwards played your queen to your king's fourth square, to force his knight : but he would then have disengaged his queen by giving check, so that this move is absolutely necessary.

B. King's bishop takes the knight.

Not being able any longer to sustain his queen's pawn, he finds himself forced to take your knight to preserve that pawn.

18. W. Queen's knight's pawn takes the bishop.

B. King castles.

In this situation, the white must win the game ; the only thing now is to hinder the adverse queen's pawn from coming again into play, and to sustain your centre without advancing your pawns too hastily.

THIRD PARTY.

1. W. King's pawn two squares.

B. Queen's bishop's pawn two squares.

This way of opening the game, when you have not the move, is entirely defensive, and far from being the best, especially if some advantage is given : but it is a very good one for trying the strength of an adversary with whose skill you are unacquainted.

2. W. King's bishop's pawn two squares.

B. Queen's knight to his bishop's third square.

3. W. King's knight to his bishop's third sq.

On this move he might have forced you to play the gambit, by pushing his king's pawn two squares ; and you could not have taken it without being exposed to a check from his queen : and he would have won the game.

B. King's pawn one square.

4. W. Queen's bishop's pawn one square.

You might have pushed your queen's pawn two squares, in order to change it with his queen's bishop's pawn, and this move would not be amiss, but then you must preserve your queen's bishop, to oppose, in case of need, to his royal bishop, who, as he might place himself at his queen's bishop's fourth square, would hinder you from castling on your right side, and, besides, prove very troublesome to all your pieces.

B. Queen's pawn two squares.

5. W. King's pawn one square.

B. King's bishop's pawn two squares.

Instead of this, he might have played his queen's pawn one square : in that case, you must have taken his pawn with yours, to hinder him from forming the same position on the side of his queen, correspondently to those on your king's side.

6. W. Queen's pawn two squares.

B. King's knight to his castle's third sq.

It would be bad play in him to take your pawn, as that would be clearing the way for your queen's knight to get out ; so it would be wrong for you to take his pawn with yours, thereby giving an advantageous place to his king's bishop.

7. W. Queen's bishop to his king's third sq.**B. Queen to her knight's third square.**

He attacks your queen's knight's pawn, in order to induce you to push it again one square, but it is better to sustain it, for if you advance it, he may by pushing his queen's castle's pawn two squares, form a very successful attack on your left wing.

8. W. Queen to her second square.**B. King's knight to his bishop's second sq.**

Had he attacked your queen's bishop with this knight, you must not have given him leave to change piece for piece, but have withdrawn your bishop, and afterwards have forced his knight to retreat.

9. W. Queen's pawn takes the queen's bishop's pawn.

As your queen's knight cannot get out, without exposing you to the risk of having either a pawn doubled, or your queen forced, it is necessary to get rid of his king's bishop.

B. King's bishop takes the pawn.**10. W. Queen's bishop takes the bishop.****B. Queen takes the bishop.****11. W. Queen's knight to his castle's third sq.**

You play this knight that he may rejoin your king's knight at your queen's fourth square ; it is the best place he can have now. In general, when one has two knights, it is essential to keep open a free communication between them and post them on such squares where they can neither be attacked by the pawns nor forced to retreat.

B. King's knight's pawn two squares.

He pushes this pawn with a view to break your centre, and it would be wrong play in you to take it.

12. W. King's knight's pawn one square.

B. King's castle's pawn two squares.

He plays so with a design to make an opening for his king's castle, and were you to give him time for the advancing of this pawn another square, he could force and break the rear of your chain of pawns.

13. W. King's castle's pawn two squares.

B. King's knight's pawn takes the king's bishop's pawn.

As your king's knight, sustained by two knights, may safely place himself at his fifth square, so your adversary takes your pawn, that he may procure for his king's knight a similar post.

14. W. King's knight's pawn takes the pawn.

B. King's castle to its knight's square.

He plays this castle to secure the command of the line. Here is an instance where a castle may well be sacrificed for another piece. Supposing that you do not close this line with your knight, he would remove his castle to your king's knight's fourth square, where, supported and sustained by two pawns, it could not be taken without re-uniting his pawns.

15. W. King's knight to adv. king's knight's fourth square.

B. King's knight to his castle's third sq.

He plays this knight with a design of procuring him as good a place as yours now occupies.

16. W. Queen's knight to his bishop's second square.

B. King's knight to adv. king's knight's fourth square.

17. W. Queen's knight to his queen's fourth sq.

By this move you break the direction of his queen, and your two knights are now re-united to attack and take his king's pawn.

B. King to his second square.

18. W. King's bishop to his king's second sq.

B. Queen's bishop to his queen's second square.

19. W. King castles on his own side.

It would be dangerous to castle on your left, because he might easily form his attack upon your king; besides, in that position, your king must occupy his knight's third square, in order to keep in the adverse king's knight, and, at the same time, sustain your pawns.

B. Queen's castle to its bishop's square.

20. W. Queen's castle to its bishop's square.

This move is necessary to prevent his making himself master of that line, by changing his knight for yours, which position alone would give him the game. You must always oppose your castles to the adversary's castles, and never yield up the openings to him. At present the game is nearly even: nevertheless, as there is a pawn advanced on the ground of the black, the white may be said to have some little advantage.

FOURTH PARTY.

Defensive Game.

N. B. This game is not quite exact; but the first moves of the white are very well calculated, especially when some odds are granted.

1. B. King's pawn two squares.

W. The same.

2. B. King's knight to his bishop's third sq.

W. Queen's pawn one square.

[First Back-game.]

3. B. King's bishop to his queen's bishop's fourth square.

W. King's bishop's pawn two squares.

It is always advantageous to change your king's bishop's pawn for his king's pawn, because, by that means, your king's and queen's pawns may place themselves in the centre of the chess-board; besides, in castling on the right wing, your castle finds itself free and able to act from the very beginning of the game, as will be shown by a back-game on the same play.

4. B. Queen's pawn one square.

W. Queen's bishop's pawn one square.

[Second Back-game.]

5. B. King's pawn takes the pawn.

If your adversary refuse taking your bishop's pawn, you are still to leave it exposed, and not move it till he has castled; you must afterwards, with your pawns on the right wing, form your attack upon the pawns which cover his king, as is explained in a back-game on that move. You are to observe, as a general rule, not to determine easily to push on the pawns on either wing before your adversary's king has castled, because he will otherwise retire on the side where your pawns are less advanced, and consequently less able to annoy him.

W. Queen's bishop takes the pawn.

6. B. Queen's bishop to adv. king's knight's fourth square.

W. King's knight to his bishop's third sq.

7. B. Queen's knight to his queen's second square.

Should he take your knight with his bishop, you must take his with your pawn, in order to bring the strength of your pawns towards the centre.

W. Queen's pawn one square.

8. B. Bishop retires.

W. King's bishop to his queen's third sq.

This is the best square your king's bishop can choose, except the fourth of your queen's bishop : in that place he may be of use in forming your attack upon the king's castle's pawn, in case he should castle on his left side.

9. B. Queen to her king's second square.

W. The same.

[Third Back-game.]

10. B. King castles on his own side.

If he had castled on his queen's side, it would then have been your play to castle on your king's side, in order to attack him afterwards more easily with the pawns on your left. Again, it being necessary to observe, as a general rule, that, as it is often dangerous to attack the adversary too soon, here likewise you must be reminded not to be too hasty in your attack, until your pawns are previously sustained by one another, and also by your pieces, otherwise those premature attacks will be unsuccessful, as will be shown by a back-game on this play.

W. Queen's knight to his queen's second square.

11. B. King's knight to his castle's fourth sq.

He plays the knight to make room for his king's bishop's pawn, with a design next to advance it two squares to try to break the line of your pawns.

W. Queen to her king's third square.

12. B. King's knight takes the bishop.

If he had pushed his king's bishop's pawn two squares, instead of taking your bishop, you should then have attacked his queen with your queen's bishop, and then pushed your king's castle's pawn upon his bishop, to force him to take your knight ; in this case, your best way would be to take his bishop with your pawn, in order the better to support your king's pawn, and replace it in case it be taken.

W. Queen takes the knight.

13. B. Queen's bishop takes the knight.

If he did not take this knight, his bishop would remain imprisoned by your pawns, or he would lose three moves, which loss would entirely ruin his game.

W. Pawn takes the bishop.

14. B. King's bishop's pawn two squares.

W. Queen to her king's knight's third sq.

15. B. King's bishop's pawn takes the pawn.

W. Bishop's pawn takes the pawn.

16. B. King's castle to its king's bishop's third square.

He plays this castle with the design either to attack and remove your queen or to double it, if necessary, with his other castle.

W. King's castle's pawn two squares.

You play this pawn two squares, to give room to your queen, in case your adversary attack her with his king's castle.

17. B. Queen's castle to its king's bishop's sq.

W. King castles on his queen's side.

18. B. Queen's bishop's pawn two squares.

W. King's pawn one square.

Here is a move as difficult to comprehend as to be well explained ; in the first place you are to observe, that when you find yourself with a string of pawns following one another, the pawn which is at the head of them must strive to preserve its post ; your king's pawn not being upon the same coloured squares, or in an oblique line with the others, your adversary has pushed his queen's bishop's pawn, for two reasons : the first, to induce you to advance your queen's pawn, which would then be stopped by that of his queen, and, by that means, to render useless your king's pawn thus left behind : the second is, to prevent, at the same time, your king's bishop from battering upon his king's castle's pawn. You ought, therefore, to push your king's pawn upon his castle, and even sacrifice it, because your adversary, by taking it, opens a free passage to the pawn of your queen, which you are to advance immediately, and sus-

tain, in case of need, with your others, in order to try to make a queen with it, or draw some other considerable advantage from it, to win the game. It is true, that his queen's pawn being now on the same line with its king, appears to have the same advantage of having no opposition from your pawns to make a queen; however, the difference is great, because his pawn being entirely separated and incapable of being joined to, or sustained by, any of the others, will always be in danger of being seized on its road by your pieces continually warring against it. This move, as has been before observed, is very difficult; and one must be already a good player to judge well of it.

19. B. Queen's pawn takes the pawn.

W. Queen's pawn one square.

20. B. Bishop to his queen's bishop's second square.

W. Knight to his king's fourth square.

It was necessary to play this knight, in order to stop his king's pawn; the more so, because this very pawn, in its present situation, stops the passage of its own bishop, and even of its knight.

21. B. King's castle to adv. king's bishop's third square.

W. Queen to her king's knight's second sq.

22. B. Queen to her king's bishop's second square.

He plays his queen, in order afterwards to give check, but, if, instead of playing her, he had pushed his king's castle's pawn, to hinder the attack of your knight, you must have pushed your queen's pawn one square, which would have insured you the game.

W. Knight to adv. king's knight's fourth square.

23. B. Queen gives check.

W. King to his queen's knight's square.

24. B. Castle takes the bishop.

He takes this bishop to save his king's castle's pawn ; besides, that bishop proves more incommodious to him than all your other pieces, and by this play he keeps your queen's castle in check with his queen.

W. Castle takes the castle.

25. B. Queen to her king's bishop's fourth sq.

W. Queen to her king's fourth square.

Having the advantage of a castle against a bishop, towards the end of a party, you will gain by exchanging queens ; because his queen is troublesome to you in her present situation, and to avoid the check-mate, he finds himself under the necessity of taking her.

26. B. Queen takes the queen.

W. Knight takes the queen.

27. B. Castle to adv. king's bishop's fourth sq.

W. Knight to adv. king's knight's fourth square.

28. B. Queen's bishop's pawn one square.

W. Queen's castle to its king's knight's third square.

29. B. Knight to his queen's bishop's fourth square.

W. Knight to adv. king's third square.

30. B. Knight takes the knight.

W. Pawn takes the knight.

31. B. Castle to its king's bishop's third sq.

W. King's castle to its queen's square.

You must make yourself master of the openings, to bring the castles into play, especially at the latter end of the game.

32. B. Castle takes the pawn.

W. King's castle to adv. queen's second square, and wins the game.

Whatever else he had played, he could not prevent you from doubling your castles, without losing his bishop, or suffering you to make a queen with your pawn.

First Back-game on the Fourth Party, at the Third Move of the Black.

3. B. Queen's pawn two squares.

W. King's bishop's pawn two squares.

4. B. Queen's pawn takes the pawn.

If he had taken your king's bishop's pawn instead of this, you must have pushed your king's pawn upon his knight, and afterwards have taken his pawn with your queen's bishop.

W. King's bishop's pawn takes the pawn.

5. B. King's knight to adv. king's knight's fourth square.

W. Queen's pawn one square.

6. B. King's bishop's pawn two squares.

W. King's bishop to his queen's bishop's fourth square.

7. B. Queen's bishop's pawn two squares.

W. Queen's bishop's pawn one square.

8. B. Queen's knight to his bishop's third sq.

W. King's knight to his king's second sq.

9. B. King's castle's pawn two squares.

He pushes this pawn two squares, to avoid having a double pawn upon his king's castle's line, which, by pushing your king's castle's pawn upon his knight, he could not possibly avoid; and your taking it afterwards with your queen's bishop would have given him a very bad game.

W. King's castle's pawn one square.

10. B. King's knight to his castle's third sq.
W. King castles.
11. B. Queen's knight to his castle's fourth sq.
W. Bishop gives check.
12. B. Bishop covers the check.
W. Bishop takes the bishop.
13. B. Queen takes the bishop.
W. Queen's pawn one square.
14. B. Queen's bishop's pawn one square.

He plays this pawn to cut off the communication of your pawns ; but you avoid it by pushing immediately your queen's knight's pawn upon his knight, which, having no retreat, obliges the adversary to take the pawn in passing. This rejoins your pawns again, and renders them invincible.

W. Queen's knight's pawn two squares.

15. B. Queen's bishop's pawn takes it, passing by.
W. Castle's pawn takes the pawn.
16. B. Queen's knight's pawn one square.
W. Queen's bishop to his king's third sq.
17. B. Bishop to his king's second square.
W. King's knight to his king's bishop's fourth square.

This move gives the mortal blow to the adversary's game ; your knight holds at present all his pieces in some measure quite locked up, till you have time to prepare the check-mate.

18. B. King's knight to his square.
W. King's knight to adv. king's knight's third square.
19. B. King's castle to its second square.
W. King's pawn one square.
20. B. Queen to her knight's second square.

W. Queen's pawn one square.

21. B. King's bishop to his third square.

W. King's castle takes the pawn.

22. B. King castles.

W. King's castle takes adv. queen's knight.

23. B. Pawn takes the castle.

W. Queen's castle takes the pawn.

24. B. Queen's castle's pawn one square.

W. Castle gives check.

25. B. King retires.

W. Castle to adv. queen's bishop's second square.

26. B. Queen to her knight's fourth square.

W. Queen's knight to his castle's third sq.

27. B. Queen to her king's bishop's fourth sq.

W. Queen's knight to her bishop's fourth square.

28. B. Queen takes the knight.

Whatever else he should play, he must lose the game.

W. Bishop gives check.

29. B. King retires.

W. Knight gives check-mate.

*Second Back-game on the Fourth Party at
the Fifth Move of the Black.*

5. B. King castles.

W. King's bishop's pawn one square.

6. B. Queen's pawn one square.
W. Queen to her king's bishop's third sq.
7. B. Queen's pawn takes the pawn.
W. Queen's pawn takes the pawn.
8. B. Queen's castle's pawn two squares.
W. King's knight's pawn two squares.
9. B. Queen to her third square.
W. King's knight's pawn one square.
10. B. King's knight to his king's square.
W. King's bishop to his queen's bishop's fourth square.
11. B. Queen's bishop's pawn one square.
W. Queen to adv. king's castle's fourth square.
12. B. Queen's knight's pawn two squares.
W. King's knight's pawn one square.
13. B. King's castle's pawn one square.
W. Bishop takes the king's bishop's pawn, and gives check.
14. B. King to his castle's square.
W. Queen's bishop takes the king's castle's pawn.
15. B. King's knight to his bishop's third sq.
W. Queen to her king's castle's fourth square, wins the game on removing the bishop.

*Third Back-game of the Fourth Party at
the Tenth Move of the Black.*



10. B. King castles on his queen's side.
W. King castles on his own side.
11. B. King's castle's pawn one square.
W. Queen's knight to his queen's second square.
12. B. King's knight's pawn two squares.
W. Queen's bishop to his king's third sq.
13. B. Queen's castle to its king's knight's sq.

W. Queen's knight's pawn two squares.

14. B. King's castle's pawn one square.

W. Queen's castle's pawn two squares.

When the king finds himself behind two or three pawns, and that your adversary falls upon them in order to break them or make an irruption upon your king, you must take care to push none of those pawns till you are forced to do it. As for example : it would have been very ill play to have pushed your king's castle's pawn upon his bishop, because he would then have got the attack upon you, by taking your knight with his bishop, and would have got an opening upon your king by pushing his king's knight's pawn. This would have lost you the game.

5. B. Bishop takes the knight.

W. Queen takes the bishop.

16. B. King's knight's pawn one square.

W. Queen to her king's second square.

17. B. Queen's bishop's pawn one square.

W. Queen's castle's pawn one square.

18. B. Bishop to his queen's bishop's second square.

W. Queen's bishop's pawn one square.

19. B. King's castle's pawn one square.

W. King's castle to its queen's knight's sq.

20. B. King's castle to its fourth square.

W. Queen's bishop's pawn one square.

21. B. Queen's pawn one square.

W. King's pawn one square.

22. B. King's knight to his king's square.

W. Queen's knight's pawn one square.

23. B. Pawn takes the pawn.

W. King's castle takes the pawn.

24. B. Queen's castle's pawn one square.

W. King's castle to its queen's knight's fourth square.

25. B. King's bishop's pawn one square.

W. King's bishop takes the queen's castle's pawn.

26. B. Pawn takes the bishop.

W. Queen takes the pawn, and gives check.

27. B. King retires.

W. Queen gives check.

28. B. Knight covers the check.

W. Queen's castle's pawn one square.

29. B. King to his queen's second square.

W. Queen takes the queen's pawn, and gives check.

30. B. King retires.

W. Queen's castle's pawn one square.

By different ways you win the game, without proceeding any further.

FIFTH PARTY.

1. B. King's pawn two squares.

W. The same.

2. B. Queen's bishop's pawn one square.

This pawn is very ill played at the second move, because, by pushing your queen's pawn two squares, you regain the advantage of the move.

W. Queen's pawn two squares.

3. B. Pawn takes the pawn.

W. Queen takes the pawn.

4. B. Queen's pawn one square.

If, instead of this pawn, he had moved the king's knight to his king's second square, you would have pushed your king's pawn forwards, and sustained it afterwards with your king's bishop's pawn.

W. King's bishop's pawn two squares.

[*First Back-game.*]

5. B. King's bishop's pawn two squares.

If, instead of pushing this pawn, he had moved his queen's bishop to his king's third square, you must have moved your king's bishop to his queen's third square, and then the situation of the game would have been exactly as it is at the sixth move of the second party; but if he had attacked your queen with his queen's bishop's pawn, he would have played very ill, because the pawn at the head of those which are on his queen's side would be left behind. (See remark after the eighteenth move of the white, in the fourth party.) A back-game will better clear this situation and the progress of it.

W. King's pawn one square.

It is a general rule that you must avoid changing your king's pawn for your adversary's king's bishop's pawn. You are to observe the same rule with regard to your queen's pawn against his queen's bishop's pawn; because it is proved, that the king's and queen's pawns are better than the others; since they, occupying the centre, hinder your adversary's pieces from taking the most advantageous posts.

[*Second Back-game.*]

6. B. Queen's pawn one square.

If, instead of pushing this pawn, he had taken your king's pawn, you should then have taken his queen and afterwards his pawn: thus hindering him from castling, you preserve the attack upon him: but, as he might play his queen to her bishop's second square, we will make that move the subject of a back-game.

W. Queen to her king's bishop's second sq.

7. B. Queen's bishop to his king's third sq.

W. King's knight to his bishop's third sq.

8. B. Queen's knight to his queen's second square.

W. King's knight to his queen's fourth sq.

9. B. King's bishop to his queen's bishop's fourth square.

W. Queen's bishop's pawn one square.

10. B. Queen to her knight's third square.

W. Queen's bishop to his king's third sq.

11. B. King's bishop takes the knight.

W. Pawn takes the bishop.

When you have two bodies of pawns separated, you must always strengthen the strongest side, by uniting at the centre as many pawns as you possibly can.

12. B. King's knight to his king's second sq.

W. King's bishop to his queen's third sq.

13. B. King castles on his own side.

W. King's castle's pawn one square.

14. B. Queen to her bishop's second square.

His queen being now of no use, in that place, he removes her to make room for his pawns, with an intent to push them upon you.

W. King's knight's pawn two squares.

15. B. King's knight's pawn one square.

W. King's knight's pawn one square.

By pushing this pawn, you obstruct his game; for you will always have it in your power to make an opening with your king's castle's pawn, as soon as your pieces are ready to form and sustain your attack.

16. B. Queen's knight's pawn one square.

W. Queen's knight to his bishop's third sq.

17. B. Queen's bishop's pawn one square.

W. King castle's on his queen's side.

You castle on your queen's side, to have a more free attack on your right ; but if, instead of castling, you take the pawn offered to you, you would re-unite in the centre your adversary's pawns, which would prove no small hindrance to all your pieces.

18. B. Pawn takes the pawn.

W. Bishop takes the pawn.

19. B. Queen's knight to his queen's bishop's fourth square.

W. King's castle's pawn one square.

Had you taken the knight with your queen's bishop, you had fallen into the error abovementioned of re-uniting his pawns in the centre.

20. B. Knight takes the king's bishop.

W. Castle takes the knight.

21. B. Queen's bishop to his king's bishop's second square.

He plays this bishop to replace his king's knight's pawn, in case it be taken.

W. King's castle's pawn one square.

22. B. Queen's knight's pawn one square.

He plays this pawn to attack the knight that covers your king, having nothing better to do ; for, by taking your pawn, he would equally lose the game.

W. Queen's castle to its king's castle's third square.

23. B. Queen's knight's pawn one square.

W. King's pawn one square.

24. B. Bishop to his king's square.

If he take the pawn with his bishop, he equally loses.

W. King's castle's pawn takes the pawn.

25. B. Bishop takes the pawn.

- W. Castle takes the king's castle's pawn.
 26. B. Bishop takes the castle.
 W. King's castle takes the bishop.
 27. B. King takes the castle.
 W. Queen gives check at her king's castle's fourth square.
 28. B. King to his knight's square.
 W. Queen gives check-mate.

You are to observe, that if you can succeed in making an opening upon the king with two or three pawns, you are certain of winning the game.

First Back-game on the Fifth Party at the Fifth Move of the Black.

5. B. Queen's bishop's pawn one square.
 W. King's bishop gives check.
 6. B. Bishop covers the check.
 W. Bishop takes the bishop.
 7. B. Queen takes the bishop.
 W. Queen to her third square.
 8. B. Queen's knight to his bishop's third sq.
 W. Queen's bishop's pawn two squares.
 9. B. Queen's knight to adv. queen's knight's fourth square.
 W. Queen to her king's second square.
 10. B. King's bishop to his king's second sq.
 W. Queen's knight to his bishop's third sq.
 11. B. King's bishop to his third square.

W. Queen's knight to adv. queen's fourth square.

12. B. Queen's knight takes the knight.

By this change he avoids his queen's pawn being attacked by your castle's : nevertheless, your king's pawn will win the game in spite of all he can do.

W. King's pawn takes the knight.

Had you taken with your queen's bishop's pawn instead of your king's pawn, he would have had it in his power to separate your pawns by pushing his king's bishop's pawn upon your king's pawn.

13. B. Knight to his king's second square.

W. King's knight to his bishop's third sq.

14. B. King castles on his own side.

W. Queen to her third square.

15. B. King's castle to its king's square.

W. King to his bishop's second square.

It is often better to play the king than to castle ; it enables you best to attack with your pawns on that side. You are to observe in this present case, that if you had castled on your queen's side, your adversary's bishop would have been very incommodious to you, having his line quite open. Take notice when you play your king, to put him always upon a line where your adversary has a pawn upon it, because you are better covered from the castles' ambushes.

16. B. Knight to his king's bishop's fourth sq.

W. King's castle's pawn two squares.

17. B. Knight to adv. queen's fourth square.

W. Queen's bishop to his king's third sq.

18. B. Knight takes the knight.

W. King takes the knight.

19. B. Bishop takes the queen's knight's pawn.

W. Queen's castle attacks the bishop.

20. B. Bishop retires to his third square.

- W. King's knight's pawn two squares.
21. B. King's knight's pawn one square.
W. The same.
22. B. Bishop to his king's knight's second square.
W. King's castle's pawn one square.
23. B. King's castle to its king's second sq.
W. King's castle to its fourth square.
24. B. Queen's castle to its king's square.
W. Bishop to his queen's second square.
25. B. King's castle to adv. king's fourth sq.
W. Castle's pawn takes the pawn.
26. B. Castle's pawn takes the pawn.
W. Queen's castle to its king's castle's sq.
27. B. Queen's knight's pawn two squares.
W. Bishop to his queen's bishop's third sq.
28. B. Castle gives check.
W. King to his bishop's second square.
29. B. Castle takes the queen.
W. Castle gives check-mate at adv. king's castle's square.
-

*Second Back-game of the Fifth Party at the
Sixth Move of the Black.*

6. B. Queen to her bishop's second square.
W. King's bishop to his queen's bishop's fourth square.
7. B. Queen's pawn takes the pawn.

- W. Pawn takes the pawn.
8. B. Queen's bishop's pawn one square.
W. Queen to adv. queen's fourth square.
9. B. Queen's knight to his bishop's third sq.
W. King's knight to his bishop's third sq.
10. B. Queen's knight to adv. queen's knight's fourth square.
W. Queen to her own square.
11. B. Queen's castle's pawn one square.
W. Queen's castle's pawn two squares.
12. B. King's knight to his king's second sq.
W. King castles.
13. B. King's knight's pawn one square.
W. Queen's bishop to adv. king's knight's fourth square.
14. B. King's bishop to his knight's second sq.
W. Queen's bishop to adv. king's bishop's third square.
15. B. King's knight to his own square.
W. Queen's bishop takes the bishop.
16. B. Queen takes the bishop.
W. King's knight to adv. king's knight's fourth square.
17. B. King's knight to his castle's third sq.
W. Queen's knight to his bishop's third sq.
18. B. Queen's knight to his bishop's third sq.
W. Queen to adv. queen's fourth square.
19. B. Queen's knight to his king's second sq.
W. Queen to adv. queen's third square.
20. B. Queen's bishop to his queen's second square.

- W. King's pawn one square.
21. B. Queen's bishop to his third square.
W. Queen's castle to its queen's square.
22. B. King's knight to adv. king's knight's fourth square.
W. Queen gives check at adv. queen's second square.
23. B. Bishop takes the queen.
W. Pawn takes the bishop, and gives check.
24. B. King to his queen's square.
W. Knight gives check-mate at adv. king's third square.

Though this back-game may be played different ways, the black will always lose the game, if you take care to suffer no obstruction to your king's bishop.

FIRST GAMBIT.

1. W. King's pawn two squares.
B. The same.
2. W. King's bishop's pawn two squares.
B. King's pawn takes the pawn.
3. W. King's knight to his bishop's third sq.
B. King's knight's pawn two squares.

[*First Back-game.*]

4. W. King's bishop to his queen's bishop's fourth square.

Instead of this move, you might have pushed your king's castle's pawn two squares, which would have changed the game. This will be the subject of the first back-game.

[*Second Back-game.*]

B. King's bishop to his knight's second sq.

If, instead of playing this bishop, he had moved his king's knight's pawn one square, it would have made another game. Subject for a second back-game.

5. W. King's castle's pawn two squares.

By playing this pawn, you force him to defend his king's knight's pawn with that of his castle, by which move you keep his king's knight's pawn confined, nor can he get out without leaving his pawn's exposed to be taken.

[*Third Back-game.*]

B. King's castle's pawn one square.

There were two other ways of playing this : the first by pushing his king's pawn one square, in which case you should sacrifice your knight, in order afterwards to give check with your queen, which would insure you the game ; the second, by pushing his king's knight's pawn one square up on your knight. Subject for a third back-game.

6. W. Queen's pawn two squares.

[*Fourth Back-game.*]

B. Queen's pawn one square.

If, instead of this move, he had advanced one square his queen's bishop's pawn, you must have played that of your king, in order afterwards to take by the way his queen's pawn, in case he was to push it two squares, with a design to obstruct your king's bishop.

You are to observe that, in the attack of gambits, the king's bishop is undoubtedly the best piece, and the king's pawn the best pawn.

7. W. Queen's bishop's pawn one square.

[*Fifth and Sixth Back-games.*]

B. Queen's bishop's pawn one square.

If, instead of moving this pawn, he had placed his queen's bishop either to his king's third square, or to your king's knight's fourth square, he would have lost the game two different ways. (See the fifth and sixth back-games.)

8. W. Queen to her king's second square.

[Seventh Back-game.]

B. Queen's bishop to adv. king's knight's fourth square.

He may now, without any danger, play his bishop on this square, as your queen can no more double with your king's bishop by attacking his two pawns; but if, instead of this move, he had played this same bishop to his king's third square, he would have lost the game. Subject of the seventh back-game.

9. W. King's knight's pawn one square.

It is very material, in the attack of the gambit, not to spare your pawns on the king's side, and even to sacrifice them all, if it be requisite, in order to gain the adversary's king's pawn, because it hinders your queen's bishop from coming into play, and joining the pieces that form your attack.

B. King's pawn takes the king's knight's pawn.**10. W. King's castle's pawn takes the pawn.****B. Castle's pawn takes the pawn.****11. W. Castle takes the castle.****B. Bishop takes the castle.****12. W. Queen's bishop takes king's knight's pawn.****B. King's bishop to his third square.**

If, instead of playing this bishop, he had taken yours with his queen, or had taken your knight with his queen's bishop, he would have lost the game.

13. W. Bishop takes the bishop.**B. Queen takes the bishop.****14. W. Queen's knight to his queen's second square.**

- B. The same.
15. W. King castles.
B. The same.
16. W. Castle to its king's knight's square.
B. Queen to adv. king's bishop's fourth square.
17. W. Queen to her king's knight's second square.
B. King's bishop's pawn two squares.
18. W. Queen takes the pawn.
B. Queen takes the queen.
19. W. Castle takes the queen.
B. Pawn takes the pawn.
20. W. King's bishop takes the knight.
B. Queen's bishop takes the knight.
21. W. Queen's knight takes the bishop.
B. Pawn takes the knight.
22. W. Bishop to adv. king's bishop's second square.
B. Castle to its king's bishop's square.
23. W. Castle takes the pawn.
B. King to his queen's bishop's second square.
24. W. King to his queen's second square.

If, instead of playing your king, you had pushed your queen's bishop's pawn, you would have lost the game, because your adversary, by pushing his queen's bishop's pawn, would have forced you to take with your queen's castle, and afterwards have attacked your castle and your bishop at once with his knight.

B. Queen's bishop's pawn one square.

25. W. Bishop to adv. king's castle's fourth square.

B. Castle takes the castle.

26. W. Bishop takes the castle.

The bishop having taken the castle, it is evident that it is become a drawn game, unless some very great error be committed. This game shows that a gambit equally well attacked and defended is never a decisive party on either side; it is true that he who gives the pawn has the pleasure of always having the attack, and the prospect of winning, which would be a certainty if he who is on the defensive did not play regularly well for the first ten or twelve moves.

First Back-game of the First Gambit, on the Fourth Move of the White.

4. W. King's castle's pawn two squares.

B. King's knight's pawn one square.

5. W. King's knight to adv. king's fourth sq.

B. King's castle's pawn two squares.

6. W. King's bishop to his queen's bishop's fourth square.

B. King's castle to its second square.

7. W. Queen's pawn two squares.

B. Queen's pawn one square.

8. W. King's knight to his queen's third sq.

B. Queen to her king's second square.

9. W. Queen's knight to his bishop's third sq.

B. King's knight to his bishop's third sq.

10. W. Queen to her king's second square.

B. King's pawn one square.

11. W. King's knight's pawn takes the pawn.
B. King's knight's pawn takes the pawn.
 12. W. Queen takes the pawn.
B. Queen's bishop to adv. king's knight's fourth square.
 13. W. Queen to her king's third square.
B. King's bishop to his castle's third sq.
 14. W. King's knight to his king's bishop's fourth square.
B. Queen's bishop's pawn one square.
 15. W. Queen's bishop to his queen's second square.
B. King's bishop takes the knight.
 16. W. Queen takes the bishop.
B. Queen's pawn one square.
 17. W. King's bishop to his queen's third sq.
B. King's knight takes the king's pawn.
 18. W. Knight or bishop takes the knight.
B. King's bishop's pawn two squares.
-

*Second Back-game of the First Gambit, on
the Fourth Move of the Black.*

4. W.
B. King's knight's pawn one square.
5. W. King's knight to adv. king's fourth sq.
B. Queen gives check.
6. W. King to his bishop's square.
B. King's knight to his castle's third sq.

7. W. Queen's pawn two squares.
B. Queen's pawn one square.
 8. W. King's knight to his queen's third sq.
B. King's pawn one square.
 9. W. King's knight's pawn one square.
B. Queen gives check.
 10. W. King to his bishop's second square.
B. Queen gives check.
 11. W. King to his third square.
B. King's knight to his square.
 12. W. King's knight to his king's bishop's
fourth square.
B. King's bishop to his castle's third sq.
 13. W. King's bishop to his square, attacking
the queen.
B. Queen takes the castle.
 14. W. King's bishop gives check, and the
adv. queen is lost.
-

*Third Back-game of the First Gambit, on the
Fifth Move of the Black.*

5. W.
B. King's knight's pawn one square.
6. W. King's knight to adv. king's knight's
fourth square.
B. King's knight to his castle's third sq.
7. W. Queen's pawn two squares.

- B. King's bishop's pawn one square.
8. W. Queen's bishop takes the gambit pawn.
B. Queen's pawn one square.
9. W. Queen's bishop's pawn one square.
B. Pawn takes the knight.
10. W. Castle's pawn takes the pawn.
B. King's knight to his square.
11. W. Queen to her knight's third square.
B. Queen to her king's second square.
12. W. Queen's knight to his queen's second square.
B. Queen to her king's bishop's square.
13. W. King castles on his own side.

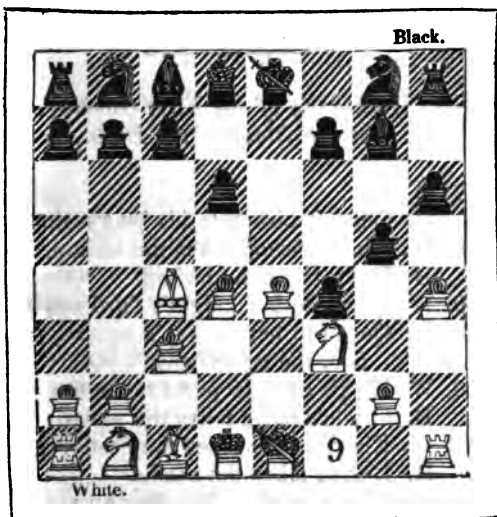
In this situation the white must win the game.

*Fourth Back-game of the First Gambit, on
the Sixth Move of the Black.*

6. W.
B. Queen's bishop's pawn one square.
7. W. King's pawn one square.
B. Queen's knight's pawn two squares.
8. W. King's bishop to his queen's knight's third square.
B. Queen's castle's pawn two squares.
9. W. Queen's castle's pawn two squares.
B. Queen's knight's pawn one square.
10. W. Queen's knight to his queen's second square.
B. Queen's bishop to his castle's third sq.

11. W. Queen's knight to his king's fourth sq.
B. Queen to her knight's third square, or any where.
12. W. Knight gives check at adv. queen's third square.
B. Lost.

Situation of the Fifth and Sixth Back-games of the First Gambit, on the Seventh Move of the Black.



7. W.
B. Queen's bishop to adv. king's knight
fourth square.
 8. W. Queen to her knight's third square.-
B. Queen's bishop to his king's castle
fourth square.
 9. W. King's castle's pawn takes the pawn
B. Castle's pawn takes the pawn.
 10. W. King's castle takes the bishop.
B. Castle takes the castle.
 11. W. King's bishop takes the pawn, giving
check to the king and castle, wins
piece, and consequently the game.
-

*Sixth Back-game of the First Gambit, on the
Seventh Move of the Black.*

7. W.
B. Queen's bishop to his king's third sq.
8. W. King's bishop takes the bishop.
B. Pawn takes the bishop.
9. W. Queen to her knight's third square.
B. Queen to her bishop's square, to de-
fend the two pawns.
10. W. King's castle's pawn takes the pawn.
B. Castle's pawn takes the pawn.
11. W. King's castle takes the castle.
B. Bishop takes the castle.
12. W. King's knight takes the pawn.

- B. King to his second square.
13. W. Queen's bishop takes the pawn.
B. Queen's knight to his bishop's third sq.
14. W. Queen's knight to his queen's second square.
B. Queen's castle's pawn two squares.
15. W. King castles.
B. Queen's knight's pawn two squares.
16. W. Castle to its king's castle's square.
B. King's knight to his bishop's third sq.
17. W. Castle takes the bishop.
B. Queen takes the castle.
18. W. Queen takes the king's pawn, and gives check.
B. King retires where he can, the game being lost.
-

Seventh Back-game, of the First Gambit, on the Eighth Move of the Black.

8. W.
B. Queen's bishop to his king's third sq.
9. W. King's bishop takes the bishop.
B. Pawn takes the bishop.
10. W. King's pawn one square.
B. Queen's pawn takes the pawn.
11. W. Queen's pawn takes the pawn.
B. Queen's knight to his queen's second square.

12. W. King's knight's pawn one square.
B. The same.
13. W. King's knight's pawn takes the pawn.
B. Pawn takes the knight.
14. W. Queen takes the pawn.
B. Queen to her king's second square.
15. W. Queen's knight to his queen's second square.
B. King castles.
16. W. Queen's knight's pawn two squares.
To prevent the adverse knight advancing.
B. King's castle's pawn one square.
17. W. Queen's knight to his king's fourth sq.
B. Queen's knight to his third square.
18. W. Bishop to his king's third square.
B. King's knight to his castle's third sq.
19. W. Bishop to adv. queen's bishop's fourth square.
B. Queen to her bishop's second square.
20. W. Queen's castle's pawn two squares.
B. King's bishop to his own square.
21. W. Queen's castle's pawn one square.
B. King's bishop takes the bishop.
22. W. Pawn takes the bishop.
B. Queen's knight to his queen's second square.
23. W. Knight gives check.
B. King retires.
24. W. Queen's castle to its knight's square.
B. Queen's knight takes the pawn.

25. W. Knight takes the queen's knight's pawn.
B. Queen's knight takes the knight.
26. W. Queen's castle's pawn one square.
B. King to his queen's castle's square.
27. W. Castle takes the knight.
B. Queen to her bishop's square.
28. W. King's castle to its second square.
B. Queen's castle to its queen's second sq.
29. W. King's castle to its queen's knight's second square.
B. King's castle to its second square.
30. W. Queen takes queen's bishop's pawn, and wins the game.
-

FIRST VARIATION ON THE FIRST GAMBIT.

1. W. King's pawn two squares.
B. The same.
2. W. King's bishop's pawn two squares.
B. King's pawn takes the pawn.
3. W. King's knight to his bishop's third sq.
B. King's knight's pawn two squares.
4. W. King's castle's pawn two squares.
B. King's knight's pawn one square.
5. W. King's knight to adv. king's fourth sq.
B. King's knight to his bishop's third sq.

In the first back-game of the first gambit I directed the black to push the king's castle's pawn two squares. There

are two other ways of playing, which, in the former editions, had been omitted; the first is for the black to play his king's knight to his bishop's third square, the subject of this variation; the second, to play the queen to her king's second square. (*See Second Variation.*)

[*First Back-game.*]

6. W. Queen's pawn two squares.

You might have taken his king's knight's pawn with yours, but your pieces would then have been too much entangled: nevertheless, I shall make it the subject of a back-game.

B. Queen's pawn one square.

7. W. King's knight to his queen's third sq.

B. King's knight takes the king's pawn.

8. W. Queen's bishop takes the pawn.

At present he has the superiority over you of a pawn; but you must observe, that this pawn, which should be foremost, being left behind, will remain useless till it gets forward to your king's bishop's fourth square.

B. Queen to her king's second square.

9. W. Queen to her king's second square.

Whatever piece he had played, you should certainly have played the same, unless he had exposed some piece to be captured.

B. King's bishop to his knight's second sq.

10. W. Queen's bishop's pawn one square.

B. King's castle's pawn two squares.

11. W. King's knight's pawn one square.

B. Queen's pawn one square.

12. W. King's bishop to his knight's second sq.

B. King's bishop's pawn two squares.

He supports his knight with two pawns, but you must forbear taking that piece, as you would re-unite his pawns in the centre: and, in that case, his king's bishop's pawn, now useless, would get a good post, and insure him the game.

13. W. Queen's knight to his queen's second square.

B. Queen's bishop to his king's third sq.

14. W. King castles on his own side.

It is better to castle on your right than on your left ; because your king will sustain his knight's pawn, in case your adversary takes your queen's bishop.

B. Queen's knight to his bishop's third sq.

15. W. King to his castle's second square.

B. King castles.

In this position, the two games are nearly even. The white must endeavour to carry all his force against the adverse king's bishop's pawn, in order to take it : the black, on the other hand, ought to strive to give away the king's knight, in order to re-unite his pawns in the centre. It is easily seen by this gambit, that it is by no means advantageous to push the king's castle's pawn two squares at the fourth move.

Back-game on the preceding Variation, at the Sixth Move of the White.

6. W. King's knight takes the knight's pawn.

If you had played your king's bishop to your queen's bishop's fourth square, to attack his king's bishop's pawn, he would have removed his queen to her king's second square, and his position would have been better than yours.

B. King's knight takes the king's pawn.

It would have been bad play in him to take your knight with his own.

7. W. Queen to her king's second square.

B. The same.

He is forced to sustain his knight with his queen, lest he should lose him ; yet he might, without danger, have sustained him, by pushing his queen's pawn two squares ; in this case you must have removed your king's knight to his bishop's second square.

8. W. Queen's knight to his bishop's third sq.

You play this knight, to hinder him from pushing his queen's pawn two squares : but if, contrary to your expectation, he should play this same pawn, you may take it without danger.

B. King's knight to adv. king's knight's third square.

9. W. Queen takes the queen.

B. King's bishop takes the queen.

10. W. King's castle to its second square.

B. Queen's pawn two squares.

If he had played the knight to his king's bishop's fourth square, you must have attacked his king's bishop with your queen's knight to get rid of him ; and if he had afterwards taken the castle's pawn, and given check, you should have taken his bishop with your castle, to give him double check with your queen's knight.

11. W. King's knight to adv. king's fourth sq.

B. Queen's bishop's pawn one square.

12. W. Queen's pawn two squares.

B. King's knight to his bishop's fourth sq.

13. W. King's knight to his bishop's third sq.

B. King's bishop to his queen's third sq.

14. W. King's bishop to his queen's third sq.

In the present condition, both games are nearly even ; the gambit-pawn must in time be taken, as it is separated, and cannot be sustained but by the pieces.

SECOND VARIATION OF THE FIRST GAMBIT.

1. W. King's pawn two squares.
B. The same.
2. W. King's bishop's pawn two squares.
B. King's pawn takes the pawn.
3. W. King's knight to his bishop's third sq.
B. King's knight's pawn two squares.
4. W. King's castle's pawn two squares.
B. King's knight's pawn one square.
5. W. King's knight to adv. king's fourth sq.
B. Queen to her king's second square.
6. W. Queen's pawn two squares.

If you had taken the pawn with your knight, he would not have taken your royal pawn, giving you check with his queen ; but he would have pushed his king's bishop's pawn two squares upon your knight, which you would then have removed to your king's bishop's second square : he then, taking your king's pawn with that of his bishop, would have the advantage of position.

B. Queen's pawn one square.

7. W. King's knight takes the king's knight's pawn.

B. Queen takes the king's pawn, and gives check.

8. W. Queen covers the check.

In this situation, you must exchange queens ; it is the best thing you can do ; and afterwards take the gambit's pawn. The two games are even. It is easily seen that this way of playing the gambit is neither of a very interesting nature, nor affords the same after-games or numberless variations that spring from Salvio's gambit, which here follows.

SALVIO'S GAMBIT,

Forming a Continuation of the First Gambit.

1. W. King's pawn two squares.
B. The same.
2. W. King's bishop's pawn two squares.
B. King's pawn takes the pawn.
3. W. King's knight to his bishop's third sq.
B. King's knight's pawn two squares.
4. W. King's bishop to his queen's bishop's fourth square.
B. King's knight's pawn one square.
5. W. King's knight to adv. king's fourth sq.
B. Queen gives check.
6. W. King to his bishop's square.
B. King's knight to his bishop's third sq.

Doctor Salvio, in his treatise, printed at Naples, in the year 1723, lays down this defence of the gambit, without examining thoroughly any combination; the great number of moves which arise and succeed one another at every instant in this party, may very possibly have prevented him from analyzing and calculating this matter.

[First and Second Back-games.]

7. W. Queen to her king's square.

This move may be played many different ways; two only are, however, eligible: the first, to take the pawn with the bishop, and give check; the other, to play the queen's pawn two squares. A subject for two back-games.

- B. Queen takes the queen.

If, instead of taking your queen, he had pushed his king's knight's pawn, you must have taken his king's bishop's pawn, giving check, and then have played your knight to your king's bishop's third square.

8. W. King takes the queen.

[*Third Back-game.*]

B. King's knight takes the king's pawn.

Had he pushed his queen's pawn one square, instead of taking your pawn with his knight, you must have taken his king's bishop's pawn with your knight, and sacrificed your two pieces for two pawns and a castle. The subject for a back-game.

9. W. King's bishop takes the pawn, and gives check.

B. King to his second square.

If he had moved his king to his queen's square, it would have been your play to have withdrawn your king's bishop, in order to give double check with your knight, or make him lose a move.

10. W. King's bishop to his queen's knight's third square.

In this situation, you must win either a pawn, or the change of his king's castle against a knight.

B. King's knight to his bishop's third sq.

Had he pushed his queen's pawn one square, it would have been proper to have attacked his castle with your knight, and then to have taken his queen's pawn with the same knight, leaving his castle exposed to your king's bishop.

11. W. Queen's pawn two squares.

B. Queen's pawn one square.

It would be bad play to attack his castle with your knight, who, being without a retreat, would be at length forced and taken.

12. W. King's knight to his queen's third sq.

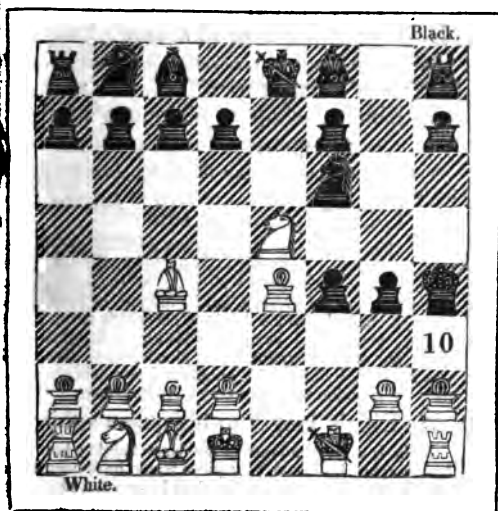
B. King's pawn one square.

Being no longer able to sustain this pawn, he advances it : you must take it, because all pawns separated and advanced on your ground must be lost.

13. W. King's knight's pawn takes the pawn.
B. Pawn takes the pawn.
14. W. King to his bishop's second square.
B. Queen's bishop to adv. king's knight's fourth square.
15. W. Queen's bishop to adv. king's knight's fourth square.
B. Queen's knight to his queen's second square.
16. W. Queen's knight to his queen's second square.
B. Queen's castle to its king's square.

In this position, the white has certainly the advantage, his pieces being disposed in a better order; nevertheless, this manner of playing the gambit is by no means advantageous against a player to whom a piece is given, though this party, when played without any odds, is a very good one.

*Situation of the First and Second Back-
games, of Salvio's Gambit.*



First Back-game of Salvio's Gambit, on the Seventh Move of the White.

7. W. King's bishop takes the pawn, and gives check.

B. King to his second square.

Salvio here directs the removal of the king to his queen's square. (*See following Supplement.*)

8. W. King's bishop to his queen's knight's third square.

You are forced to withdraw this bishop, in order to avoid the loss of a piece.

B. Queen's pawn one square.

If he had taken your king's pawn with his knight, you must have played your queen to your king's square, to offer an exchange of queens, which would re-establish your game in a state of defence, but if, instead of pushing this pawn, he had played his knight to his king's castle's fourth square, you should have taken his king's knight's pawn with your queen, permitting him afterwards to give double check : then, by taking his knight and sacrificing your castle, your situation would be very advantageous.

9. W. King's knight to his queen's third sq.

This is a very bad retreat for your knight ; but if you had attacked his castle, your piece would have been forced : —it is the adverse king, played to his second square, that has thrown you into so perplexing a situation.

B. King's knight to his castle's fourth sq.

10. W. Queen to her king's square.

B. King's knight's pawn one square.

If he had given double check with his knight, you would have won a piece by removing your king : and if he had exchanged queens, you would have put an end to his attack.

11. W. King to his knight's square.

This move is very requisite to disengage your king's castle.

B. King's bishop to his knight's second sq.

If you were to take this pawn with yours, he would instantly give you check-mate.

12. W. Queen's bishop's pawn one square.

B. Queen to her king's knight's fourth sq.

13. W. King's bishop to his queen's square.

B. Queen's bishop to adv. king's knight's fourth square.

14. W. King's bishop takes the queen's bishop.

B. Queen takes the bishop.

15. W. King's castle's pawn one square.

It is better to push this pawn than to take, because he would settle his king's knight upon your ground.

B. Queen to her king's knight's third sq.

16. W. Queen to her king's second square.

There is no other way of getting out the pieces of your left wing, but by bringing your knight to his bishop's third square.

B. Queen's knight to his queen's second square.

17. W. King's knight to his king's square.

In this position, though the black have the advantage, yet the game is not irrecoverably lost, because the white has still some chance of succeeding in placing his pawns in the centre.

Supplement to the preceding Back-game.

7. W. King's bishop takes the pawn, and gives check.

B. King to his queen's square.

You are no longer under the necessity of withdrawing your bishop as in the first back-game; for, by leaving him

where he is, he may hinder the adverse king's knight from posting himself at his king's castle's fourth square.

8. W. Queen's pawn two squares.

Had you withdrawn your king's bishop to give double check with your knight, he would have played his knight to his king's castle's fourth square, and sacrificed his castle to win the game.

B. King's pawn one square.

There were two other ways for him to have played this move ; the first, to force your knight to retreat, by pushing his queen's pawn upon him ; the other, to take your king's pawn with his knight ; in which case, you should offer an exchange of queens, by playing yours to your king's square.

9. W. Queen's knight to his bishop's third sq.

Had you taken his pawn with yours, he would have won the game.

B. Queen's pawn one square.

10. W. King's knight to his queen's third sq.

B. King's pawn takes the pawn.

11. W. King takes the pawn.

B. Queen gives check.

12. W. King to his knight's square.

If you had moved the king to his bishop's second square, the black would have won the game, by giving check with his king's knight's pawn, and at the next move another check with his king's knight.

B. King's knight's pawn one square.

13. W. King's knight to his bishop's fourth sq.

This move forces his queen to retreat, and gives you time to put your game in a good state of defence. If you could exchange queens your condition would be still better, for your pawns not only stand in the centre, but are farther advanced than his.

*Second Back-game of Salvio's Gambit, at the
Seventh Move of the White.*

7. W. Queen's pawn two squares.

B. Queen's pawn one square.

If he had taken your king's pawn, you must have played your queen to your king's second square.

8. W. King's knight to his queen's third sq.

B. King's pawn one square.

9. W. Queen's knight to his bishop's third sq.

B. King's pawn takes the pawn, and gives check.

10. W. King takes the pawn.

B. Queen gives check.

It is needless to go further : you get again into the same moves as at the twelfth move of the last supplement, with this difference, that you have one pawn less.

*Third Back-game of Salvio's Gambit, at the
Eighth Move of the Black.*

8. W.

B. Queen's pawn one square.

If, instead of this, he had played his queen's knight to his bishop's third square, you must have taken his knight with yours, and sustained your royal pawn, by pushing that of your queen one square.

9. W. King's knight takes the king's bishop's pawn.

B. Queen's pawn one square.

10. W. King's bishop takes the queen's pawn.

It is better to take his pawn than to let him take your bishop, because his knight still remains exposed.

B. King's knight takes the king's bishop.

11. W. King's knight takes the castle.

B. King's knight to his bishop's third sq.

He might with his knight have attacked your queen's bishop's pawn, which you must then have defended with your queen's knight.

12. W. Queen's pawn one square.

B. King's bishop to his knight's second sq.

13. W. Queen's bishop's pawn one square.

This move is necessary, because he could have taken your king's pawn by sacrificing his knight, and afterwards have taken your queen's knight's pawn with his bishop.

B. King's bishop takes the king's knight.

He could have sustained the king's or gambit pawn ; but for no more than two or three moves.

14. W. Queen's bishop takes the pawn.

B. Queen's bishop's pawn one square.

15. W. Knight to his queen's second square.

In this situation, it is better to advance the king under the pawns than to castle, and then you will have a better game than your adversary.

CUNNINGHAM'S GAMBIT,

Forming a Continuation of the First Gambit.

1. W. King's pawn two squares.

B. The same.

2. W. King's bishop's pawn two squares.

- B. King's pawn takes the pawn.
3. W. King's knight to his bishop's third sq.
B. King's bishop to his king's second sq.
4. W. King's bishop to his queen's bishop's fourth square.
B. King's bishop gives check.
5. W. King's knight's pawn one square.
B. Pawn takes the pawn.
6. W. King castles.
B. Pawn takes the castle's pawn, and gives check.
7. W. King to his castle's square.

[*First Back-game.*]

B. King's bishop to his third square.

If, instead of playing this bishop to his third square, he had played it to his king's second square, you had won the game in a few moves, which you will see by the first back-game.

8. W. King's pawn one square.
B. Queen's pawn two squares.

Without the sacrifice of this bishop he could not win the game ; but, losing it, for three pawns, he must by a good management of them become your conqueror. The very strength of those three pawns (provided he is not too hasty in pushing them forwards, and that they be always well sustained by his pieces) will win the game in spite of your best defence.

9. W. King's pawn takes the bishop.
B. King's knight takes the pawn.
10. W. King's bishop to his queen's knight's third square.
B. Queen's bishop to his king's third sq.

[*Second Back-game.*]

11. W. Queen's pawn one square.

If you had pushed this pawn two squares, you had given to his knights a free entry in your game, which would have lost you the party very soon. The subject of a second back-game.

B. King's castle's pawn one square.

This move is of great consequence to him, because it hinders you from attacking his king's knight with your queen's bishop, which would have enabled you to separate his pawns by changing one of your castles for one of his knights, and in this case the advantage of the game would have turned on your side.

12. W. Queen's bishop to his king's bishop's fourth square.

B. Queen's bishop's pawn two squares.

13. W. Queen's bishop takes the pawn next to his king.

B. Queen's knight to his bishop's third square.

14. W. Queen's knight to his queen's second square.

B. King's knight to adv. king's knight's fourth square.

He plays this knight to take your queen's bishop, which would prove very incommodious to him in case he should castle on his queen's side. It is here proper to observe again, as a general rule, that if the strength of your game consists in pawns, the best way is to take the adversary's bishops as soon as possible, because they can stop the advancing of the pawns much better than the castles.

15. W. Queen to her king's second square.

Not knowing how to save your bishop without doing worse, you play your queen to take his place again when taken; for, if you had played it to your king's bishop's fourth square to hinder the check of his knight, he would have pushed his king's knight's pawn upon your said bishop, and would have made you lose the game immediately.

B. Knight takes the bishop.

16. W. Queen takes the knight.

B. Queen to her knight's square.

If he had played his queen any where else, she would have been cramped ; therefore he offers to change, that in case you refuse he may place her at her third square, where she not only would be safe, but extremely well posted.

17. W. Queen takes the queen.

If you did not take his queen, your game would be in still worse a condition.

B. Castle takes the queen.

18. W. Queen's castle to its king's square.

B. King to his queen's second square.

19. W. King's knight gives check.

B. Knight takes the knight.

20. W. Queen's castle takes the knight.

B. King to his queen's third square.

21. W. King's castle to its king's square.

B. Queen's knight's pawn two squares.

22. W. Queen's bishop's pawn one square.

B. Queen's castle to its king's square.

23. W. Queen's castle's pawn two squares.

B. Queen's castle's pawn one square.

24. W. Knight to his king's bishop's third sq.

B. King's knight's pawn two squares.

25. W. King to his knight's second square.

B. King's bishop's pawn one square.

If he had pushed his pawn two squares, you had gained his queen's pawn, taking it with your bishop. This would have mended your game very much.

26. W. Queen's castle to its king's second sq.

B. King's castle's pawn one square.

27. W. Queen's castle's pawn takes the pawn.
B. Pawn takes the pawn.

28. W. King's castle to its queen's castle's sq.
B. Queen's castle to its square.

One must always strive to hinder the adversary from doubling his castles, particularly when there is an opening in the game ; therefore he proposes immediately to change one for the other.

29. W. King's castle returns to its king's sq.
B. Bishop to his queen's second square.

30. W. Queen's pawn one square.
B. Queen's bishop's pawn one square.

31. W. Bishop to his queen's bishop's second square.
B. King's castle's pawn one square.

He plays this pawn to push afterwards that of his king's knight upon your knight, with an intention to force it from its post ; but if he had pushed his knight's pawn before he played this, you must have posted your knight at your king's castle's fourth square, and by this means you would have stopped the progress of all his pawns.

32. W. King's castle to its square.
B. King's castle to its fourth square.

If, instead of playing this, he had given check with his castle's pawn, he would have played ill, and entirely against the instruction given in the first party.

33. W. Queen's knight's pawn one square.
B. Queen's castle to its king's castle's sq.

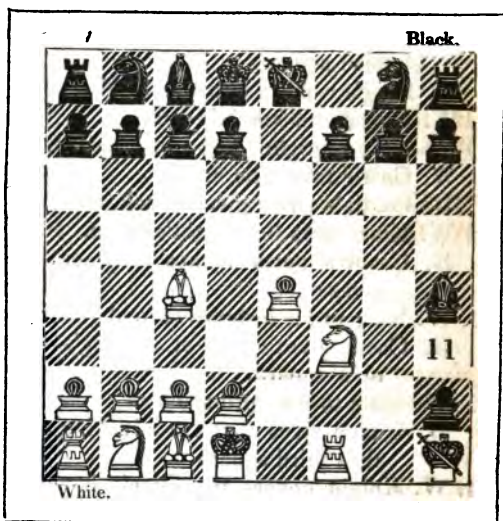
34. W. Queen's knight's pawn one square.
B. King's knight's pawn one square.

35. W. Knight to his queen's second square.
B. King's castle to its king's knight's fourth square.

36. W. King's castle to its king's bishop's sq.

- B. King's knight's pawn one square.
37. W. Castle takes, the pawn, and gives check.
- B. King to his queen's bishop's second sq.
38. W. King's castle to adv. king's knight's third square.
- B. King's castle's pawn gives check.
39. W. King to his knight's square.
- B. King's knight's pawn one square.
40. W. Castle takes the castle.
- B. Castle's pawn gives check.
41. W. King takes the knight's pawn.
- B. Castle's pawn makes a queen, and gives check.
42. W. King to his bishop's second square.
- B. Castle gives check at its king's bishop's square.
43. W. King to his third square.
- B. Queen gives check at adv. king's castle's third square.
44. W. Knight covers the check, having no other way.
- B. Queen takes the knight, and afterwards the castle, and gives mate in two moves after.

*First Back-game to Cunningham's Gambit,
at the Seventh Move of the Black.*



7. W.

B. King's bishop to his king's second sq.

8. W. King's bishop takes the pawn, and gives check.

B. King takes the bishop.

As the king may be played to his bishop's square, instead of this move, see supplement to this first back-game.

9. W. King's knight to adv. king's fourth square, giving double check.

B. King to his third square.

Any where else, he is liable to lose his queen.

10. W. Queen gives check at her king's knight's fourth square.

B. King takes the knight.

11. W. Queen gives check at adv. king's bishop's fourth square.

B. King to his queen's third square.

12. W. Queen gives check-mate at adv. queen's fourth square.

Supplement to the above Back-game, on the Eighth Move of the Black.

8. W.

B. King to his bishop's square.

9. W. King's knight to adv. king's fourth sq.

B. King's knight to his bishop's third sq.

10. W. King's bishop to his queen's knight's third square.

B. Queen to her king's square.

11. W. King's knight to adv. king's bishop's second square.

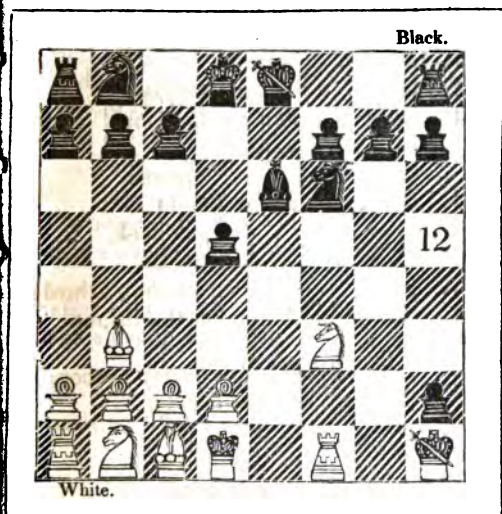
B. Castle to its king's knight's square.

12. W. King's pawn one square.

- B. Queen's pawn two squares.
13. W. King's pawn takes the knight.
B. King's knight's pawn takes the pawn.
14. W. King's bishop takes the pawn.
B. Queen's bishop to adv. king's knight's fourth square.
15. W. Queen to her king's square.
B. Queen's bishop to his king's castle's fourth square.
16. W. Queen's pawn two squares.
B. Bishop takes the knight.
17. W. Queen's bishop gives check.
B. Castle covers the check.
18. W. Knight to his queen's bishop's third sq.
B. Queen's bishop takes the bishop.
19. W. Knight takes the bishop.
B. Queen to her king's bishop's second sq.
20. W. Knight takes the bishop.
B. Queen takes the knight.
21. W. Queen takes the queen.
B. King takes the queen.
22. W. Bishop takes the castle.

In this position, the white ought to win, having the advantage of a castle and a better situation.

*Second Back-game to Cunningham's Gambit,
at the Eleventh Move of the White.*



11. W. Queen's pawn two squares.
B. King's knight to adv. king's fourth sq.
12. W. Queen's bishop to his king's bishop's fourth square.
B. King's bishop's pawn two squares.
13. W. Queen's knight to his queen's second square.
B. Queen to her king's second square.

14. W. Queen's bishop's pawn two squares.
B. Queen's bishop's pawn one square.
15. W. Pawn takes the pawn.
B. Pawn takes the pawn.
16. W. Queen's castle to its bishop's square.
B. Queen's knight to his bishop's third sq.
17. W. Queen's knight takes the knight.
B. King's bishop's pawn takes the knight.
18. W. Knight takes the pawn next to his king.
B. King castles on his own side.
19. W. Queen to her second square.
B. King's castle's pawn one square.
20. W. Queen's castle to adv. queen's bishop's fourth square.
B. Queen's castle to its queen's square.
21. W. King's bishop to his queen's castle's fourth square.
B. King's knight's pawn two squares.
22. W. Queen's bishop to his king's third sq.
B. Castle takes the castle.
23. W. Knight takes the castle.
B. Queen to her third square.
24. W. Queen to her king's castle's second sq.
B. King to his knight's second square.
25. W. Queen takes the queen.
B. Castle takes the queen.
26. W. Queen's castle's pawn one square.
B. King to his knight's third square.
27. W. Queen's knight's pawn two squares.
B. King's castle's pawn one square.
28. W. Queen's knight's pawn one square.

- B. Knight to his king's second square.
29. W. Castle to adv. queen's bishop's second square.
B. Castle to its queen's second square.
30. W. Castle takes the castle ; if not, it will be the same.
B. Bishop takes the castle.
31. W. King to his knight's second square.
B. King's castle's pawn one square.
32. W. Queen's bishop to his king's bishop's second square.
B. King to his castle's fourth square.
33. W. King's bishop gives check.
B. Bishop covers the check.
34. W. Bishop takes the bishop.
B. King takes the bishop.
35. W. Knight gives check at his king's third square.
B. King to adv. king's bishop's fourth sq.
36. W. King to his castle's third square.
B. King to adv. king's bishop's third sq.
37. W. Knight to his king's knight's fourth sq.
B. Knight to his king's bishop's fourth sq.
38. W. Bishop to his king's knight's square.
B. King's pawn one square.
39. W. Queen's castle's pawn one square.
B. King's pawn one square.
W. Bishop to his king's bishop's second square.
B. Knight takes the queen's pawn, and wins the game.

SECOND GAMBIT.

1. W. King's pawn two squares.
B. The same.
2. W. King's bishop's pawn two squares.
B. Pawn takes the pawn.
3. W. King's bishop to his queen's bishop's fourth square.
B. Queen gives check.
4. W. King to his bishop's square.

[First and Second Back-games.]

- B. King's knight's pawn two squares.

There are two other ways of playing this : the first, by pushing the king's bishop to the queen's bishop's fourth square ; and the other, by pushing the pawn of that same queen one square , which two methods will make the subject of two back-games.

5. W. King's knight to his bishop's third sq.
B. Queen to her king's castle's fourth sq.

He might have removed his queen to two other squares, but this is the best : for, had he made her retire to your king's knight's fourth square, you might have taken his king's bishop's pawn by giving check, and perhaps afterwards have forced his queen : and if he had carried her to his king's castle's third square, you must have attacked the same king's bishop's pawn with your king's knight, which would entirely have decided the game in your favour.

6. W. Queen's pawn two squares.
B. Queen's pawn one square.
7. W. Queen's bishop's pawn one square.

It is essential in the gambits to play this pawn, that you may afterwards be able to place your queen at her knight's third square ; by so doing, you strengthen your position, and perplex your adversary, especially if he has played his queen's bishop without attacking one of your pieces. See, respecting this, the fifth and sixth back-games of the first gambit.

B. Queen's bishop to adv. king's knight's fourth square.

8. W. King to his bishop's second square.

[Third Back-game.]

B. King's knight to his bishop's third sq.

If, instead of playing this knight, he should take your king's knight, a third back-game will show you how to act.

9. W. Queen to her king's second square.

B. Queen's knight to his queen's second square.

10. W. King's castle's pawn two squares.

B. Bishop takes the king's knight.

11. W. Queen takes the bishop.

[Fourth Back-game.]

B. Queen takes the queen.

If, instead of taking your queen, he had given check, a fourth back-game will show you how he would lose the game.

12. W. King takes the queen.

I have given it as a general rule always to unite your pawns and bring them into the centre. Here is, however, an exception, for two reasons ; first, if you take with your king, you gain a pawn, your adversary not being able to prevent it ; secondly, the queens being exchanged, your king has nothing to fear, and, by bringing him into play, he may be as useful to you as any other of your pieces.

B. King's knight's pawn gives check.

13. W. King takes the king's pawn.

B. King's bishop gives check at his castle's third square.

14. W. King to adv. king's bishop's fourth sq.

Your king would not be safe on this square, if your ad-

versary had a white bishop to drive him from that post ; but, as it is, your king supports all your pawns.

B. King's bishop takes the queen's bishop.

15. W. King's castle takes the bishop.

B. King's castle's pawn two squares.

16. W. Knight to his queen's second square.

B. King to his second square.

17. W. King's castle to its king's bishop's sq.

You might have played this castle to your king's square ; but then your queen's castle would have been almost useless to you ; it is better, therefore, to retard your attack, and get all your pieces into action.

B. Queen's bishop's pawn one square.

He prepares to push his queen's pawn one square, to break your centre : but you must prevent it by putting him under the necessity of defending himself.

18. W. Queen's castle to its king's square.

B. Queen's knight's pawn two squares.

He endeavours to attack you on your left, and make an opening for his castles.

19. W. Bishop to his queen's knight's third sq.

B. Queen's castle's pawn two squares.

20. W. King's pawn one square.

B. Pawn takes the pawn.

21. W. Queen's pawn takes the pawn.

B. King's knight to his queen's fourth sq.

22. W. Knight to his king's fourth square.

If you had taken his knight with your bishop, it would have been ill played, because he would have taken it with his pawn, and this pawn would have stopped the progress of your knight. It was therefore necessary to advance your knight first, in order to have no useless pieces in your game.

B. Queen's knight to his third square.

23. W. Knight to adv. king's bishop's third sq.

B. Queen's castle to its queen's square.

If he had taken your knight, you must have taken it with your pawn, and afterwards played your queen's castle to your king's second square, and attacked his king's bishop's pawn.

24. W. King's pawn one square.**B. Queen's castle to its queen's third sq.**

If he had taken your pawn, instead of playing his castle, he had lost the game in few moves, for having lost his queen's bishop's pawn : and if he had taken your knight with his, you would have taken his pawn with yours, in giving check by discovery.

25. W. Pawn takes the pawn, discovering check.**B. King takes the pawn.****26. W. King to adv. king's knight's fourth sq.****B. King to his knight's second square, to avoid a check by discovery.****27. W. Knight takes the king's castle's pawn, and gives check.****B. King to his castle's second square.****28. W. King's castle gives check.****B. King to his knight's square.****29. W. King's castle to adv. queen's knight's second square.****B. Queen's castle to its queen's square.**

If he had played his king instead of his castle, you would give check at his queen's knight's square, and take the king's castle. You are to observe here, that the gain of your party consists in having had your king fit for action, and to serve you all the latter part of the game better than any other piece on the board.

30. W. Castle takes the queen's knight, and wins the game.

*First Back-game of the Second Gambit, at
the Fourth Move of the Black.*

4. W.
B. King's bishop to his queen's bishop's fourth square.
 5. W. Queen's pawn two squares.
B. King's bishop to his queen's knight's third square.
 6. W. King's knight to his bishop's third sq.
B. Queen to adv. king's knight's fourth square.
 7. W. King's bishop takes the king's bishop's pawn, and gives check.
B. King to his bishop's square. If he take the bishop, he loses his queen.
 8. W. King's castle's pawn one square.
B. Queen to adv. king's knight's third sq.
 9. W. Queen's knight to his bishop's third sq.
B. King takes the bishop.
- If the black do not take the bishop, it will come to the same, his queen having no way left to save herself.
10. W. Queen's knight to his king's second sq.
B. Queen to her king's knight's third square, having no other place.
 11. W. King's knight gives check to king and queen, and wins the game.

*Second Back-game of the Second Gambit,
beginning likewise at the Fourth Move of
the Black.*

4. W.

B. Queen's pawn one square.

5. W. King's knight to his bishop's third sq.

B. Queen's bishop to adv. king's knight's fourth square.

6. W. Queen's pawn two squares.

B. King's knight's pawn two squares.

7. W. Queen's knight to his bishop's third sq.

B. Queen to her king's castle's fourth sq.

If he take your king's knight, instead of withdrawing his queen, you are to take him with your queen, and pushing afterwards your king's knight's pawn one square, the situation of your game will become very good.

8. W. King's castle's pawn two squares.

B. King's castle's pawn one square.

If he had played his king's bishop's pawn instead of that of his castle, you must have taken his knight with your king's bishop, and afterwards playing your queen's knight to your adversary's queen's fourth square, you would have gained a very advantageous situation.

9. W. King to his bishop's second square.

B. Queen's bishop takes the king's knight.

If he had withdrawn his queen, or played any other piece, you must still have taken his king's knight's pawn with your castle's pawn; being necessary to observe in the attack of the gambits, that if once you are able to break the adversary's pawns on the side of his king, the advantage becomes considerable for you.

10. W. Pawn takes the bishop.

B. Queen to her king's knight's third sq.

11. W. Castle's pawn takes the pawn.
B. Queen takes the pawn.
12. W. Knight to his king's second square.
B. Queen's knight to his queen's second square.
13. W. Knight takes the pawn.
B. Queen to her square.
14. W. Queen's bishop's pawn one square.
B. Queen's knight to his third square.
15. W. King's bishop to his queen's third sq.
B. Queen to her second square.
16. W. Queen's bishop to his king's third sq.
B. King castles.
17. W. Queen's castle's pawn two squares.
B. King to his queen's knight's square.
18. W. Queen's castle's pawn one square.
B. Queen's knight to his bishop's square.
19. W. Queen's knight's pawn two squares.
B. Queen's bishop's pawn one square.
20. W. Queen's knight's pawn one square.
B. Pawn takes the pawn.
21. W. Queen's castle's pawn one square.

To hinder him from sustaining his queen's bishop's pawn.

- B. Queen's knight's pawn one square.
22. W. Queen to her knight's third square.
B. King's knight to his bishop's third sq.
23. W. King's bishop takes the pawn.
B. Queen to her bishop's second square.
24. W. Queen's pawn one square.

- B. King's bishop to his knight's second sq.
25. W. King's bishop to adv. queen's bishop's third square.
B. King's knight to his queen's second sq.
26. W. Knight to his queen's third square.
B. King's knight to his king's fourth sq.
27. W. Knight takes the knight.
B. Bishop takes the knight.
28. W. King's bishop's pawn one square.
B. Bishop to his king's knight's second sq.
29. W. Queen's bishop to his queen's fourth square.
B. Bishop takes the bishop.
30. W. Pawn takes the bishop.
B. Queen to her king's second square.
31. W. King to his bishop's third square.
B. Queen's castle to its king's knight's sq.
32. W. Queen's castle to its bishop's square.
B. Queen's castle to its king's knight's third square.
33. W. Bishop to adv. queen's knight's second square.
B. King's castle to its knight's square.
34. W. Castle takes the knight.
B. Castle takes the castle.
35. W. Bishop takes the castle.
B. King takes the bishop.
36. W. Castle gives check.
B. King to his queen's knight's square.
37. W. Queen to her bishop's fourth square.
B. Queen to her second square.

38. W. King's bishop's pawn one square.

To hinder the queen's check.

B. Castle to its king's knight's square.

39. W. Queen to adv. queen's bishop's third square.

B. Queen takes the queen.

If his queen retire instead of taking yours, you give him check-mate or take his queen by pushing only your king's pawn.

40. W. Pawn takes the queen.

B. King to his queen's bishop's second sq.

41. W. Queen's pawn one square.

B. King's castle's pawn one square.

42. W. Castle to its king's castle's square.

B. The same.

43. W. Castle to its king's knight's square.

B. Castle to its second square.

44. W. Castle to adv. king's knight's square.

B. Queen's knight's pawn one square.

If instead of playing this pawn he had pushed his king's castle's pawn, in order to make a queen, you will see by calculation that he is one move short.

45. W. Castle to adv. queen's castle's square.

B. King to his queen's knight's third sq.

46. W. Castle gives check.

B. King to his queen's bishop's second sq.

47. W. Castle gives check.

B. King to his queen's square.

48. W. King's pawn one square.

B. Pawn takes the pawn.

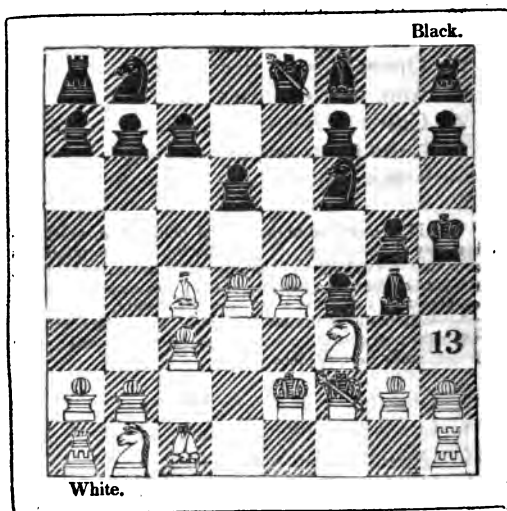
49. W. Queen's pawn one square.
B. King to his queen's bishop's square.

To avoid the castle's giving check-mate.

50. W. Queen's pawn gives check.
B. King to his queen's square.
51. W. Castle gives check, and afterwards
the pawn makes a queen, and wins
the game.

It will be observed in this second back-game, which being very long and very difficult for the white to attain his aim, that it would have been impossible to succeed without the help of the king ; because, if the white king had castled on his queen's side, the king, being so distant, would have proved an obstacle, instead of a help. It is to be observed, when the king does not castle, that his bishop's second square is commonly the best place.

*Third Back-game of the Second Gambit, at
the Ninth Move of the Black.*



9. W.

B. Bishop takes the knight.

10. W. Queen takes the bishop.

B. Queen takes the queen.

If he had not taken your queen, you must have pushed immediately your king's castle's pawn two squares to separate his pawns.

11. W. Pawn takes the queen.

B. King's bishop to his knight's second sq.

12. W. King's castle's pawn two squares.
B. King's castle's pawn one square.
13. W. King's castle to his knight's square.
B. King's knight to his castle's second sq.
14. W. Queen's bishop takes the gambit's pawn.
B. King's bishop takes the queen's pawn, giving check.
15. W. Pawn takes the bishop.
B. King's knight's pawn takes the bishop.
16. W. King's castle to adv. king's knight's second square.
B. Queen's knight to his bishop's third sq.
17. W. Queen's knight to his bishop's third sq.
B. Queen's knight takes the pawn.
18. W. Bishop takes the pawn, and gives check.
B. King to his bishop's square.
19. W. Queen's castle to its king's knight's sq.
B. Queen's knight to his bishop's third sq.
20. W. Bishop to his queen's knight's third sq.
B. Queen's castle to its queen's square.
If he had played any thing else, you must have taken his king's knight with your castle, and afterwards have given him check with your queen's castle to take his castle.
21. W. King's castle gives check at adv. king's bishop's second square.
B. King to his square.
22. W. Queen's castle to adv. king's knight's second square.
B. King's knight to his bishop's square.

23. W. Knight to adv. queen's fourth square.

And must very visibly win the party.

*Fourth Back-game of the Second Gambit, at
the Eleventh Move of the Black.*



11. W.

B. King's knight gives check at adv.
king's knight's fourth square.

12. W. King to his knight's square.

B. King's knight's pawn takes the pawn.

If, instead of taking the pawn, he had played any thing else, you must have taken his king's knight's pawn with your castle's pawn.

13. W. Queen's bishop takes the pawn.
B. King's knight to his bishop's third sq.
14. W. Knight to his queen's castle's third sq.
B. Queen takes the queen.
15. W. Pawn takes the queen.
B. King's knight to his castle's fourth sq.
16. W. King's castle takes the pawn.
B. King's knight takes the bishop.
17. W. Castle takes the knight.
B. King's bishop's pawn one square.
18. W. King to his bishop's second square.
B. King castles.
19. W. Bishop to adv. king's third square.
B. Bishop to his king's second square.
20. W. Queen's castle to its king's castle's sq.
B. King to his queen's knight's square.
21. W. Bishop takes the knight.
B. Castle takes the bishop.
22. W. Queen's castle to adv. king's castle's third square.
B. Queen's knight's pawn one square.
23. W. King's castle to adv. king's bishop's fourth square.
B. Bishop to his queen's square.

24. W. King's castle to adv. king's castle's fourth square.

B. King to his queen's knight's second sq.

25. W. King's bishop's pawn one square.

B. Queen's bishop's pawn one square.

26. W. King's bishop's pawn one square.

In the present situation, your adversary being unable to attack any of your pieces, your business is to bring your knight to the adv. king's knight's third square, in order to take his castle's pawn, which will give you the game.

THIRD GAMBIT ;

OR, GAMBIT REFUSED.

1. W. King's pawn two squares.

B. The same.

2. W. King's bishop's pawn two squares.

[*First Back-game.*]

B. Queen's pawn two squares.

If he had pushed this pawn but one square, it would entirely have changed the game ; I therefore, make it the subject of a back-game.

3. W. King's pawn takes the pawn.

[*Second Back-game.*]

B. Queen takes the pawn.

Were he to take your king's bishop's pawn with his king's pawn, it would form quite a different game, which shall be the subject of a back-game.

4. W. King's bishop's pawn takes the pawn.

B. Queen takes the pawn, and gives check.

5. W. Bishop covers the check.

So situated, the game must appear equal on both sides ; it is, however, to be observed, that you have the advantage, because on your left wing you preserve four pawns on your queen's side, whilst your adversary's pawns are divided, three by three, and all separated from the centre.

B. King's bishop to his queen's third sq.

6. W. King's knight to his bishop's third sq.

B. Queen to her king's second square.

7. W. Queen's pawn two squares.

B. Queen's bishop to his king's third sq.

8. W. King castles.

B. Queen's knight to his queen's second square.

9. W. Queen's bishop's pawn two squares.

B. Queen's bishop's pawn one square.

10. W. Queen's knight to his bishop's third sq.

B. King's knight to his bishop's third sq.

11. W. King's bishop to his queen's third sq.

[Third Back-game.]

B. King castles on his own side.

As it was indifferent to him whether he castled on the king's or the queen's side, I have already given, for such cases, a general rule for attacking the pawns ; however, for further instruction, I shall give a back-game on that move.

12. W. Queen's bishop to adv. king's knight's fourth square.

This would have been wrong, had he not castled on his queen's side, because, by pushing his king's castle's pawn, he had forced your bishop to retire : but, at present, it is your interest to excite him to push the pawns that cover his king, that you may the more easily form your attack.

B. King's castle's pawn one square.

13. W. Queen's bishop to his king's castle's fourth square.

B. Queen to her own square.

14. W. Queen's knight to his king's fourth sq.

If he had not removed his queen, to replace her with the king's bishop, the playing of this knight would have perplexed his game.

B. King's bishop to his king's second sq.

15. W. Queen to her king's second square.

B. Queen to her bishop's second square.

If, instead of playing his queen, he had taken your knight, you must then have taken with your queen, compelling him to endeavour preventing the mate, with which he was threatened.

16. W. Queen's knight takes the king's knight.

B. Knight takes the knight.

17. W. Bishop takes the knight.

B. Bishop takes the bishop.

18. W. Queen to her king's fourth square.

B. King's knight's pawn one square.

19. W. Knight to adv. king's fourth square.

B. Bishop takes the knight.

If, instead of taking, he had withdrawn his bishop, you would then have taken his king's knight's pawn with your knight, and that would have given you the game.

20. W. Pawn takes the bishop.

B. Queen's castle to its queen's square.

If he had attacked your queen with his bishop, instead of playing his castle, you would have taken his bishop with your king's castle; this, by making an opening upon his king, would have given you an easier attack.

21. W. King's castle to adv. king's bishop's third square.

B. Queen to her second square.

If he had not played his queen to that square, you must have taken his bishop with your castle, and you would certainly have won the game.

22. W. King's castle takes king's knight's pawn, and gives check.

B. Pawn takes the castle.

23. W. Queen takes the pawn, and gives check.

B. King to his castle's square.

If, instead of withdrawing his king, he had covered him with his queen, you must have taken his bishop, giving him check ; and you would have remained afterwards with two pawns and a bishop against a castle only, besides, a good attack, which was enough to win the game ; but, as he has played his king instead of his castle, you cannot do better than put an end to the party by a drawn game, with a perpetual check.

24. W. Queen takes the castle's pawn, and gives a perpetual check.

*First Back-game of the Third Gambit, at the
Second Move of the Black.*

2. W.

B. Queen's pawn one square.

3. W. King's knight to his bishop's third sq.

B. Queen's bishop to adv. king's knight's fourth square.

4. W. King's bishop to his queen's bishop's fourth square.

- B. Queen's knight to his bishop's third square.
5. W. Queen's bishop's pawn one square.
B. Bishop takes the king's knight.
6. W. Queen takes the bishop.
B. King's knight to his bishop's third sq.
7. W. Queen's pawn one square.
B. Queen's knight to his castle's fourth square.
8. W. King's bishop gives check at adv. queen's knight's fourth square.
B. Queen's bishop's pawn one square.
9. W. King's bishop to his queen's castle's fourth square.
B. Queen's knight's pawn two squares.
10. W. King's bishop to his queen's bishop's second square.
B. King's bishop to his king's second sq.
11. W. Queen's pawn one square.
B. King's pawn takes the queen's pawn.
12. W. Queen's bishop's pawn takes the pawn.
B. King castles.
13. W. Queen's bishop to his king's third sq.
B. Queen's knight to adv. queen's bishop's fourth square.
14. W. Queen's knight to his queen's second square.
B. Queen's knight takes queen's knight's pawn.
15. W. King's knight's pawn two squares.

- B. Queen's knight to adv. queen's bishop's fourth square.
16. W. Knight takes the knight.
B. Pawn takes the knight.
17. W. King's knight's pawn one square.
B. Knight to his queen's second square.
18. W. King's castle's pawn two squares.
B. Queen gives check.
19. W. King to his queen's square.
B. Queen to adv. queen's castle's third square.
20. W. Queen's castle to its bishop's square.
B. Queen takes the queen's castle's pawn.
21. W. Queen to adv. king's castle's fourth sq.
B. Queen's castle to its knight's square.
22. W. King's pawn one square.
B. King's knight's pawn one square.
23. W. Queen to her king's second square.
B. Queen's castle to adv. queen's knight's second square.
24. W. King's castle's pawn one square.
B. Queen's bishop's pawn one square.
25. W. King's castle's pawn takes the pawn.
B. King's bishop's pawn takes the pawn.
26. W. King's castle takes the king's castle's pawn.
B. King takes the castle.
27. W. Queen gives check at adv. king's castle's fourth square.
B. King where he can.

28. W. Queen, taking the pawn, gives check,
and mates the following move.
-

*Second Back-game of the Third Gambit, at
the Third Move of the Black.*

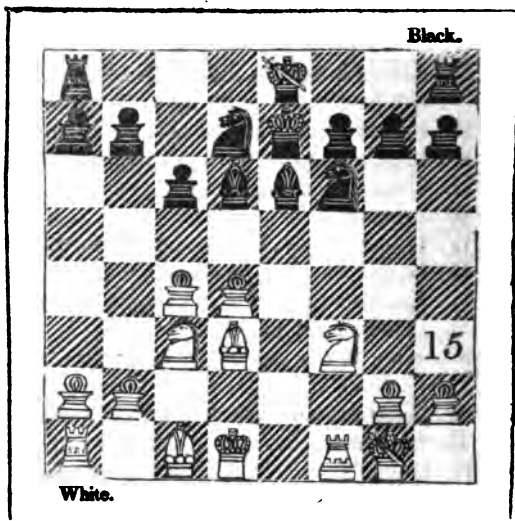
3. W.
B. King's pawn takes the king's bishop's pawn.
4. W. King's knight to his bishop's third sq.
B. Queen takes the pawn.
5. W. Queen's pawn two squares.
B. Queen gives check at adv. king's fourth square.
6. W. King to his bishop's second square.
B. King's bishop to his king's second sq.
7. W. King's bishop to his queen's third sq.
B. Queen to her bishop's third square.
8. W. Queen's bishop takes the pawn.
B. Queen's bishop to his king's third sq.
9. W. Queen to her king's second square.
B. Queen to her second square.
10. W. Queen's bishop's pawn two squares.
B. Queen's bishop's pawn one square.
11. W. Queen's knight to his bishop's third square.
B. King's knight to his bishop's third sq.
12. W. King's castle's pawn one square.
B. King castles.

13. W. King's knight's pawn two squares.
B. King's bishop to his queen's third sq.
14. W. King's knight to adv. king's fourth sq.
B. Bishop takes the knight.
15. W. Pawn takes the bishop.
B. King's knight to his king's square.
16. W. Queen's castle to its queen's square.
B. Queen to her king's second square.
17. W. King's knight's pawn one square.
B. Queen's knight to his queen's second square.
18. W. Queen to adv. king's castle's fourth sq.
B. King's knight's pawn one square.
19. W. Queen to adv. king's castle's third sq.
B. Queen gives check.
20. W. King to his knight's third square.
B. Queen's knight takes the king's pawn.
21. W. Knight to his king's fourth square.
B. Queen to adv. queen's fourth square.

If he had played his queen any where else he would have lost his knight, and that would have been sufficient to win the game.

22. W. Knight gives check at adv. king's bishop's third square.
B. Knight takes the knight.
23. W. Pawn takes the knight.
B. Lost ; the mate being forced.

*Third Back-game of the Third Gambit, at
the Eleventh Move of the Black.*



11. W.

B. King castles on his queen's side.

12. W. King's castle to its king's square.

B. Queen retires to her king's bishop's square.

He withdraws his queen to avoid the loss of a piece, which you could force, by pushing your queen's pawn upon his queen's bishop.

13. W. Queen to her castle's fourth square.

B. King to his queen's knight's square.

14. W. Queen's bishop to his king's third sq.

B. Queen's bishop's pawn one square.

If he had attacked your queen with his queen's knight, you must have withdrawn your queen to her knight's third square, and afterwards have pushed your castle's pawn to dislodge his knight.

15. W. Queen's pawn one square.

B. Queen's bishop to adv. king's knight's fourth square.

16. W. Queen's knight's pawn two squares.

B. Bishop takes the knight.

17. W. Pawn takes the bishop.

B. Queen's castle to its bishop's square.

Whatever he plays, the game is so disposed that he cannot avoid losing it ; that is to say, if the game be well conducted on both sides.

18. W. Knight to adv. queen's knight's fourth square.

B. Queen's castle's pawn one square.

19. W. Knight takes the bishop.

B. Queen takes the knight.

20. W. Queen's castle to its knight's square.

B. Queen's knight to his king's fourth sq.

21. W. King's bishop to his king's second sq.

B. King's knight to his queen's second sq.

22. W. Queen to adv. queen's castle's fourth square.

B. Queen gives check at her king's knight's third square.

23. W. King to his castle's square.

B. Queen to her third square.

Any thing else he could have played, you must have taken his pawn with your queen's knight's pawn ; and in case your adversary had taken it, you must have retaken with your castle, in order to double them afterwards.

24. W. Pawn takes the pawn.

B. Knight takes the pawn.

25. W. Queen's castle to adv. queen's knight's third square.

B. Queen to her king's bishop's square.

26. W. King's castle to its queen's knight's sq.

B. Queen's knight to his queen's second square.

27. W. Queen's castle takes queen's castle's pawn.

B. Knight takes the castle.

28. W. Queen takes the knight.

B. Queen's castle to its bishop's second square.

29. W. Queen's pawn one square, and wins the game.

THE QUEEN'S GAMBIT ;

OTHERWISE, GAMBIT OF ALEPPO.

1. W. Queen's pawn two squares.

B. The same.

2. W. Queen's bishop's pawn two squares.

B. Pawn takes the pawn.

[First Back-game.]

3. W. King's pawn two squares.

Had you pushed this pawn but one square, your adversary would have shut up your queen's bishop during half the game.

[Second Back-game.]

B. King's pawn two squares.

If, instead of playing this, he had sustained the gambit-pawn, he would have lost, as will be seen by the second back-game; but if he had neither pushed this pawn nor taken the gambit-pawn, you must have pushed your king's bishop's pawn two squares, in order to have three pawns in front.

[Third Back-game.]

4. W. Queen's pawn one square.

Had you taken his king's pawn, you would have lost the advantage of the attack. The subject of a back-game.

B. King's bishop's pawn two squares.

If he had played any thing else, by pushing your king's bishop's pawn two squares, you would have procured for your pieces an entire liberty to act.

5. W. Queen's knight to his bishop's third sq.

B. King's knight to his bishop's third sq.

6. W. King's bishop's pawn one square.

B. King's bishop to his queen's bishop's fourth square.

[Fourth Back-game.]

7. W. Queen's knight to his castle's fourth sq.

If, instead of playing your knight, in order to get rid of his king's bishop, according to the rule prescribed in the first party, you had taken the gambit-pawn, you would have lost the game. See the fourth back-game.

B. Bishop takes the king's knight.

If, instead of taking your knight, he had played his bishop to your queen's fourth square, you might have at-

tacked him with your king's knight, and taken him the subsequent move.

8. W. Castle takes the bishop.

[Fifth Back-game.]

B. King castles.

If he had pushed his queen's knight's pawn two squares, in order to sustain the gambit-pawn, he would have lost the game; (the subject of a back-game;) and if, instead of these two moves, he had chosen to take your king's pawn, your re-taking would have hindered him from capturing yours again with his knight, because he would lose the game by your giving him check afterwards with your queen.

9. W. Knight to his queen's bishop's third sq.

B. Pawn takes the pawn.

[Sixth Back-game.]

10. W. King's bishop takes the gambit-pawn.

This particular move requires a back-game; for, if you had taken his king's bishop's pawn with your king's bishop's pawn, you would have lost the game.

B. Pawn takes the king's bishop's pawn.

11. W. Pawn takes the pawn.

In taking with this pawn you give your castle an opening upon his king.

B. Queen's bishop to his king's bishop's fourth square.

12. W. Queen's bishop to his king's third sq.

B. Queen's knight to his queen's second square.

13. W. Queen to her second square.

B. Queen's knight to his third square.

14. W. Queen's bishop takes the knight.

B. Castle's pawn takes the bishop.

15. W. King castles on his queen's side.

- B. King to his castle's square.
16. W. King's castle to adv. king's knight's fourth square.
B. King's knight's pawn one square.
17. W. Queen to her king's third square.
B. Queen to her third square.
18. W. Knight to his king's fourth square.
B. Bishop takes the knight.
19. W. Pawn takes the bishop, and re-unites his comrades.
B. King's castle to its king's square.
20. W. King to his queen's knight's square.
B. Queen to her bishop's fourth square.
21. W. Queen takes the queen.
B. Pawn takes the queen.
22. W. Queen's castle to its king's square.
B. King to his knight's second square.
23. W. King to his queen's bishop's second sq.
B. King's castle's pawn one square.
24. W. King's castle to his knight's third sq.
B. Knight to his king's castle's fourth sq.
25. W. Castle attacked by the knight, to its queen's knight's third square.
B. Queen's knight's pawn one square.
26. W. Queen's pawn one square, to make an opening for your castle and bishop.
B. Pawn takes the pawn.
27. W. King's castle takes the pawn.
B. Queen's castle to its queen's square.
28. W. Queen's castle to its queen's square.
B. Knight to his king's bishop's third sq.

29. W. King's castle gives check.

B. King to his castle's square.

30. W. Bishop to adv. queen's fourth square.

To hinder the adversary's pawns advancing.

B. Knight takes the bishop.

31. W. Castle takes the knight.

B. King's castle to its bishop's square.

32. W. Queen's castle to its queen's second square.

B. King's castle to adv. king's bishop's fourth square.

33. W. Queen's castle to its king's second sq.

B. Queen's pawn one square.

34. W. Pawn takes the pawn.

B. Queen's castle takes the pawn.

35. W. King's castle to adv. king's second sq.

B. King's knight's pawn one square.

If he had sustained the pawn, he would have lost the game.

36. W. One of the castles takes the pawn.

B. Castle takes the castle.

37. W. Castle takes the castle.

B. Castle gives check at adv. king's bishop's second square.

38. W. King to his queen's bishop's third sq.

B. Castle takes the pawn.

39. W. Castle's pawn two squares.

If you had taken his pawn with your castle, instead of pushing this pawn, you would have lost the game; because your king would have hindered your castle's coming in time to stop the passage of his knight's pawn. This may be seen by playing over the same moves.

B. King's knight's pawn one square.

40. W. Castle's pawn one square.

B. Knight's pawn one square.

41. W. Castle to its king's square.

B. Knight's pawn one square.

42. W. Castle to its king's knight's square.

R. Castle gives check.

43. W. King to his queen's bishop's fourth sq.

B. Castle to adv. king's knight's third sq.

44. W. Castle's pawn one square.

B. Castle to its knight's second square.

45. W. King takes the pawn.

B. Castle's pawn one square.

46. W. King to adv. queen's knight's third sq.

B. Castle's pawn one square.

47. W. Castle's pawn one square.

B. Castle takes the pawn.

If he did not take your pawn you must have taken his ;
and that would have won you the game.

48. W. Castle takes the pawn.

If, instead of taking his pawn, you had taken his castle,
you would have lost the game. There require no back-
games to show these last moves, being easily found with but
very little trouble in playing them over again.

B. Castle to the king's castle's second sq.

49. W. Pawn two squares.

B. Pawn one square.

50. W. Castle to its king's castle's second sq.

B. King to his knight's second square.

51. W. Pawn one square.

- B. King to knight's third square.
52. W. King to adv. queen's bishop's third sq.
B. King to his knight's fourth square.
53. W. Pawn one square.
B. King to adv. king's knight's fourth sq.
54. W. Pawn advances.
B. Castle takes the pawn.

Playing afterwards his king upon the castle, it must be a drawn game, because his pawn will cost your castle.

*First Back-game of the Queen's Gambit, at
the Third Move of the White.*

3. W. King's pawn one square.
B. King's bishop's pawn two squares.
- The moving of this pawn must convince you, that it had been better to have pushed your king's pawn two squares, because (as you may easily perceive) his pawn hinders the union of your king's and queen's pawns in front.
4. W. King's bishop takes the pawn.
B. King's pawn one square.
5. W. King's bishop's pawn one square.
B. King's knight to his bishop's third sq.
- He plays this knight for the same purpose, which is to hinder your king's and queen's pawns joining.
6. W. Queen's knight to his bishop's third sq.
B. Queen's bishop's pawn two squares.
- This is pushed again with the same design to hinder the centre pawns uniting in front.
7. W. King's knight to his king's second sq.

B. Queen's knight to his bishop's third square.

8. W. King castles.

B. King's knight's pawn two squares. †

He plays this pawn to push that of his king's bishop upon your king's pawn in case of need, which would be the cause of an entire separation of your best pawns.

9. W. Queen's pawn takes the pawn.

If, instead of taking this pawn you had advanced it, your adversary would have attacked your king's bishop with his queen's knight, to oblige you to give him check; and, in this case, he, playing his king to his bishop's second square, would have gained the move upon you, and a very good situation.

B. Queen takes the queen.

10. W. Castle takes the queen.

B. King's bishop takes the pawn.

11. W. King's knight to his queen's fourth sq.

B. King to his second square.

12. W. Queen's knight to his castle's fourth square.

B. King's bishop to his queen's third sq.

13. W. King's knight takes the knight.

B. Pawn takes the knight.

14. W. King's bishop's pawn one square.

You advance this pawn to hinder your adversary's putting three pawns in front, which he would have done by pushing only his king's pawn.

B. King's castle's pawn one square.

15. W. Queen's bishop to his queen's second square.

B. Knight to his queen's fourth square.

16. W. King's knight's pawn one square.

- B. Queen's bishop to his queen's second square.
17. W. King to his bishop's second square.
B. Queen's bishop's pawn one square.
18. W. Knight to his queen's bishop's third sq.
B. Queen's bishop to his third square.
19. W. Knight takes the knight.
B. Pawn takes the knight.
20. W. King's bishop to his king's second sq.
B. Queen's castle to its king's knight's sq.
21. W. Queen's bishop to his third square.
B. King's knight's pawn takes the pawn.
22. W. Bishop takes the castle.

If you had taken his pawn with your knight's pawn, he would have pushed his queen's pawn upon your bishop, and afterwards would have entered your game with a check of his castle, sustained by his queen's bishop; and if you had taken this pawn with your king's pawn, he might have done the same; that would have given him a very good game, because one of his pawns being then passed (that is to say, a pawn that can be no more stopped but by pieces) will infallibly cost a piece, to hinder the making it a queen.

- B. Pawn takes the king's pawn, giving check.
23. W. King takes the pawn.
B. Castle takes the bishop.
24. W. King's bishop to his third square.
B. King to his third square.
25. W. King's castle to its queen's second sq.
B. Queen's pawn gives check.
26. W. King to his bishop's second square.

- B. Queen's bishop to adv. king's fourth square.
27. W. Queen's castle to its king's square.
B. King to his queen's fourth square.
28. W. King's castle to its king's second sq.
B. Castle to its king's square.
29. W. King's knight's pawn one square.
B. Bishop takes the bishop.
30. W. Castle takes the castle.
B. Pawn takes the pawn.
31. W. King's castle's pawn one square.
B. Queen's bishop's pawn one square.
32. W. King's castle to adv. king's castle's sq.
B. Queen's pawn one square.
33. W. King to his third square.
B. King's bishop gives check at his queen's bishop's fourth square.
34. W. King to his bishop's fourth square, having no other place.
B. Queen's pawn one square, and wins the game.

I let your game be lost only to show the strength of two bishops against the castles, particularly when the king is placed between two pawns. But, if, instead of employing your castles to make war against his pawns, you had, on the thirty-first move, played your castle to adv. queen's square; on the thirty-second move brought your other castle to your adversary's king's second square; and, on the thirty-third move, sacrificed your first castle for his king's bishop; instead of losing, you would have made it a drawn game.

*Second Back-game of the Queen's Gambit;
at the Third Move of the Black.*

3. W.
B. Queen's knight's pawn two squares.
2. W. Queen's castle's pawn two squares.
B. Queen's bishop's pawn one square.
5. W. Queen's knight's pawn one square.
B. Gambit-pawn takes the pawn.
6. W. Castle's pawn takes the pawn.
B. Queen's bishop's pawn takes the pawn.
7. W. King's bishop takes the pawn, and gives check.
B. Bishop covers the check.
8. W. Queen takes the pawn.
B. Bishop takes the bishop.
9. W. Queen takes the bishop and gives check.
B. Queen covers the check.
10. W. Queen takes the queen.
B. Knight takes the queen.
11. W. King's bishop's pawn two squares.
B. King's pawn one square.
12. W. King to his second square.
B. King's bishop's pawn two squares.

By pushing this pawn two squares, his scheme is to force you to push on your king's pawn; in order to make your queen's pawn, now at the head, be left behind, and of no use to you. Nevertheless you must play it; but you will strive afterwards, with the help of your pieces, to change this your queen's pawn for his king's, and give by this means a free passage to your own king's pawn.

13. W. King's pawn one square.

B. King's knight to his king's second sq.

14. W. Queen's knight to his bishop's third square.

B. King's knight to his queen's fourth sq.

In the present situation your adversary is forced to propose the changing of knights, though by this move he separates his pawns; because, if he had played any thing else, you would have taken his castle's pawn, playing only your knight to adv. queen's knight's fourth square, as you may easily perceive.

15. W. Knight takes the knight.

B. Pawn takes the knight.

16. W. Queen's bishop to her castle's third square.

B. Bishop takes the bishop.

17. W. Castle takes the bishop.

B. King to his second square.

18. W. King to his bishop's third square.

B. King's castle to its queen's knight's square.

19. W. Knight to his king's second square.

B. King to his third square.

20. W. King's castle to its queen's castle's sq.

B. King's castle to its queen's knight's third square.

21. W. Queen's castle gives check.

B. Knight covers the check.

22. W. King's castle to adv. queen's castle's fourth square.

B. King's knight's pawn one square.

23. W. Knight to his queen's bishop's third sq.
B. Queen's castle to its queen's square.
24. W. Queen's castle takes the pawn.
B. Castles takes the castle's pawn.
25. W. Castle takes the castle, and must win
the game, having a pawn superiority,
and moreover a pawn past which
amounts to a piece.

One may see by this back-game, that a pawn, when separated from his fellows, will seldom or never make a fortune.

*Third Back-game of the Queen's Gambit, at
the Fourth Move of the White.*

4. W. Queen's pawn takes the pawn.
B. Queen takes the queen.
5. W. King takes the queen.
B. Queen's bishop to his king's third sq.
6. W. King's bishop's pawn two squares.
B. King's knight's pawn one square.
7. W. Queen's knight to his bishop's third sq.
B. Queen's knight to its queen's second square.
8. W. King's castle's pawn one square.
B. King's castle's pawn two squares.
9. W. Queen's bishop to his king's third sq.
B. King castles.
10. W. King to his queen's bishop's second square.

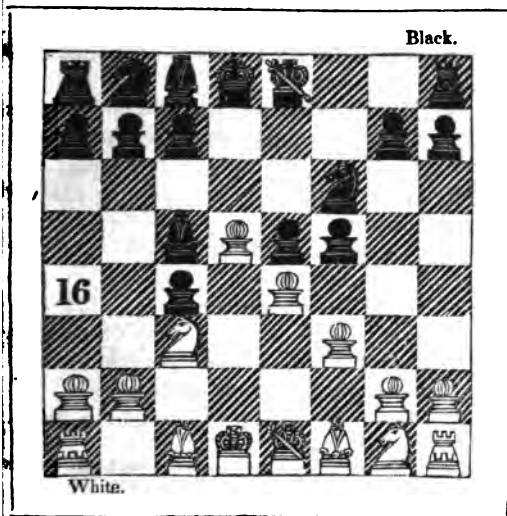
- B. King's bishop to his queen's bishop's fourth square.
11. W. Bishop takes the bishop.
B. Knight takes the bishop.
12. W. King's knight to his bishop's third sq.
B. Queen's bishop's pawn one square.
13. W. King's knight to adv. king's knight's fourth square.
B. Queen's knight's pawn two squares.
14. W. King's bishop to his king's second sq.
B. King's knight to his king's second sq.
15. W. Knight takes the bishop.
B. Pawn takes the knight.
16. W. Queen's castle's pawn two squares.
B. Queen's knight to adv. queen's knight's third square.
17. W. Queen's castle to its second square.
B. Queen's castle's pawn one square.
18. W. Queen's castle's pawn takes the pawn.
B. Queen's castle's pawn takes the pawn.
19. W. Castle gives check.
B. King to his queen knight's second sq.
20. W. Castle takes the castle.
B. Castle takes the castle.
21. W. Castle to its queen's square.
B. Queen's knight gives check at adv. queen's fourth square.
22. W. King to his queen's knight's square.
B. King to his queen's knight's third sq.
23. W. King's knight's pawn two squares.

- B. Pawn takes the pawn.
24. W. Pawn takes the pawn.
B. Queen's bishop's pawn one square.
25. W. King's knight's pawn one square.
B. King's knight to his queen's bishop's third square.
26. W. Bishop to his king's knight's fourth square.
B. Queen's knight's pawn one square.
27. W. Knight to his king's second square.
B. King's knight to his queen's castle's fourth square.
28. W. Knight takes the knight.
B. Pawn takes the knight.
29. W. Bishop takes the pawn.
B. King to his queen's bishop's fourth square.
30. W. King's bishop's pawn one square.
B. Queen's pawn one square.
31. W. King's bishop's pawn takes the pawn.

He takes this pawn to make a queen upon adv. queen's square, where his bishop will sustain the pawn.

- B. Knight to adv. queen's knight's third square.
32. W. Pawn one square.
B. Castle to its queen's castle's square, to give check-mate.
33. W. Castle takes the pawn.
B. Castle gives check.
34. W. King has but one place.
B. Castle gives check-mate at its queen's bishop's square.

Fourth and Fifth Back-games of the Queen's Gambit, at the Seventh Move of the White.



7. W. King's bishop takes the gambit-pawn.
B. King's bishop's-pawn takes the pawn.
8. W. King's bishop's pawn takes the pawn.
B. King's knight to adv. king's knight's fourth square.
9. W. King's knight to his castle's third sq.
B. Queen gives check.
10. W. King to his queen's second square.
B. King's knight to adv. king's third sq.

11. W. Queen to her king's second square.
B. Queen's bishop to adv. king's knight's fourth square.
 12. W. Queen to her third square.
B. King's knight takes the king's knight's pawn.
 13. W. King's knight to his square.
B. Queen to adv. king's square, giving check.
 14. W. King retires.
B. King's bishop takes the knight, and will easily win the game.
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Fifth Back-game of the Queen's Gambit, at the Eighth Move of the Black.

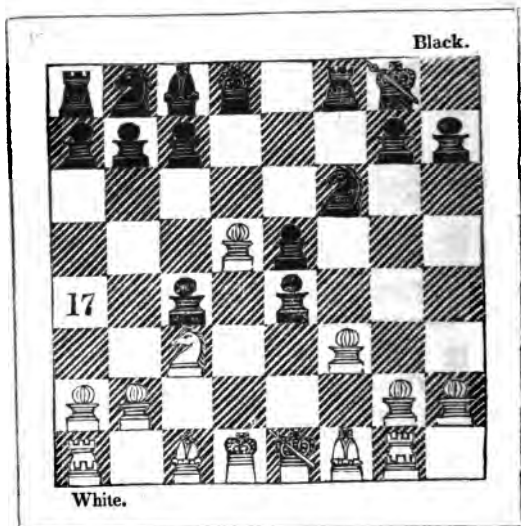
8. W.
B. Queen's knight's pawn two squares.
9. W. Knight to adv. queen's bishop's fourth square.
B. King castles.
10. W. Queen's castle's pawn two squares.
B. Queen's knight to his castle's third sq.
11. W. Knight takes the knight.
B. Bishop takes the knight.
12. W. Castle's pawn takes the pawn.
B. Bishop takes the pawn.
13. W. Queen's knight's pawn one square.
B. King's bishop's pawn takes the pawn.

14. W. Queen's knight's pawn takes the pawn.
B. Bishop to his queen's second square.
15. W. Queen's bishop to adv. king's knight's fourth square.
B. Pawn takes the pawn.
16. W. Pawn takes the pawn.
B. King to his castle's square.
17. W. King's bishop to his queen's third sq.
B. King's castle's pawn one square.
18. W. King's castle's pawn two squares.
B. Castle's pawn takes the queen's bishop.
19. W. Pawn takes the pawn.
B. Knight to his castle's fourth square.
20. W. Bishop to adv. king's knight's third sq.
B. Knight to adv. king's bishop's fourth square.
21. W. Queen to her bishop's second square.
B. Knight takes the bishop, to avoid the mate.
22. W. Queen takes the knight.
B. Bishop to his king's bishop's fourth sq.
23. W. Queen gives check.
B. King retires.
24. W. King's knight's pawn one square.
B. Bishop takes the pawn.
25. W. Queen takes the bishop.
B. Queen to her king's bishop's third sq.
26. W. Queen's castle to adv. queen's castle's third square.
B. Queen takes the queen.

27. W. Queen's castle takes the queen.
B. King's castle to its bishop's second square.
28. W. King to his second square.
B. Queen's castle's pawn two squares.
29. W. Queen's castle to adv. king's third sq.
B. Castle's pawn one square.
30. W. Castle takes the pawn.
B. Castle's pawn one square.
31. W. King's castle to its queen's castle's square.
B. Castle's pawn one square.
32. W. Castle to its king's third square.
B. King's castle to its bishop's third sq.
33. W. King to his queen's third square.
B. Castle gives check.
34. W. King to his fourth square.
B. Castle takes the castle.
35. W. King takes the castle.
B. Castle to its queen's castle's third sq.
36. W. King to his queen's fourth square.
B. King to his bishop's second square.
37. W. King to his queen's bishop's third sq.
B. Castle gives check.
38. W. King to his queen's knight's fourth sq.
B. Castle takes the pawn.
39. W. Castle takes the pawn.
B. King to his second square.
40. W. Queen's bishop's pawn one square.
B. King's knight's pawn two squares.

41. W. Castle to adv. queen's castle's second square.
B. King to his queen's square.
42. W. King to adv. queen's knight's fourth square.
B. Knight's pawn one square.
43. W. King to adv. queen's bishop's third square.
B. Castle gives check.
44. W. Pawn covers the check.
B. Pawn takes the pawn.
45. W. Pawn takes the pawn.
B. King to his square.
46. W. Castle to adv. king's knight's second square.
B. Castle to its third square.
47. W. King to adv. queen's bishop's second square, and afterwards pushing his pawn will win the game.

*Sixth Back-game of the Queen's Gambit, at
the Tenth Move of the White.*



10. W. King's bishop's pawn takes the pawn.
B. Knight takes the king's pawn.
11. W. Knight takes the knight.
B. Queen gives check.
12. W. Knight to his king's knight's third sq.
B. Queen's bishop to adv. king's knight's
fourth square.
13. W. King's bishop to his king's second sq.

Whatever you play, it could not hinder you from losing a piece.

B. Queen takes the castle's pawn.

14. W. King's castle to its bishop's pawn.

If, instead of playing your castle, you had played your king, he would have won the sooner, playing only his castle to your king's bishop's second square.

B. Queen takes the knight, and gives check.

15. W. King to his queen's second square.

B. Queen's knight to his queen's second square.

16. W. Castle takes the castle.

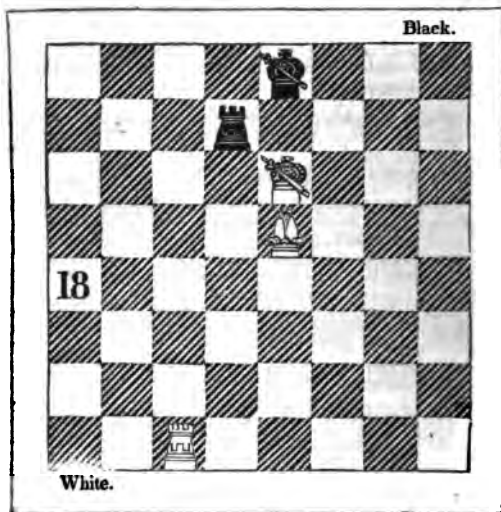
If you had taken his bishop, he would have given you check with his queen at your queen's third square, and mate by taking your castle the following move.

B. Castle takes the castle.

17. W. Queen to her king's square.

B. Castle to adv. king's bishop's second square, and wins the game.

*Method of giving Check-mate with a Castle
and a Bishop against a Castle.*



N.B. This situation has been given as the best for the black, and as the only good one to make a proper defence : but as many lovers of the game desire to know the means of forcing the black to the present position, some instructions will be given in the subsequent annotations.

1. W. Castle gives check.
B. Castle covers the check.
2. W. Castle to adv. queen's bishop's second square.

B. Castle to adv. queen's second square.

To give check-mate, you must force your adversary to place his castle either at your queen's square, or at your queen's third square. In either position, the game must be won, after a few computed moves.

3. W. Castle to adv. queen's knight's second square.

He is now obliged to play his castle to your queen's square, or to your queen's third square.

B. Castle to adv. queen's square.

You have already forced him to play his castle to one of those squares where he must absolutely lose the game ; but this is not enough, for your castle must not be further from your king than the distance which a knight, by a single regular move, may go. If you were to play your castle to its bishop's second square, he would play his castle to your queen's second square ; and you must be continually beginning afresh : whereas, by passing your castle on your right, he must necessarily, to prevent the check-mate, play his castle to your king's bishop's square, which is no better than that of his queen.

4. W. Castle to adv. king's knight's second square.

[First Back-game.]

B. Castle to adv. king's bishop's square.

As he might have played his king to his bishop's square, we will make it the subject of a back-game.

5. W. Bishop to his king's knight's third sq.

[Second Back-game.]

B. King to his bishop's square.

He could have played his castle to your king's bishop's third square. The subject of another back-game.

6. W. Castle to its king's knight's fourth sq.**B. King to his square.**

He brings back his king, that he may be in readiness to cover the check of your castle.

7. W. Castle to its queen's bishop's fourth sq.

[*Third Back-game.*]

B. Castle to adv. queen's square.

He might have played the king to his bishop's square. The subject of the last back-game.

8. W. Bishop to his king's castle's fourth sq.

B. King to his bishop's square.

9. W. Bishop to adv. king's bishop's third square.

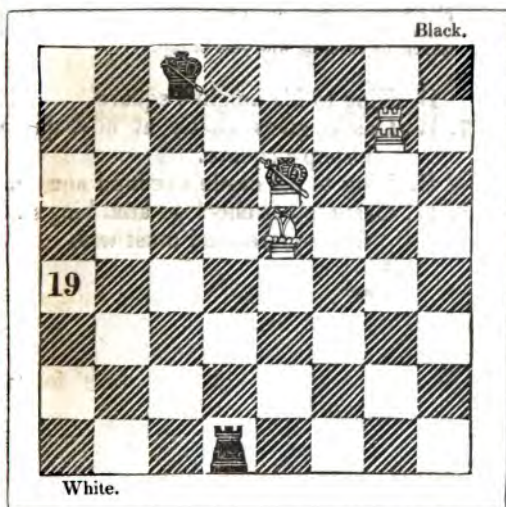
B. Castle gives check at adv. king's sq.

10. W. Bishop covers the check.

B. King to his knight's square.

11. W. Castle to its king's castle's fourth square, and must win.

First Back-game on the Fourth Move of the Black.



4. W.

B. King to his bishop's square.

5. W. Castle to adv. king's castle's second square.

You force him, by this move, to play his castle to your king's knight's square, to ward off the mate ; which gives you the means of taking his castle for nothing.

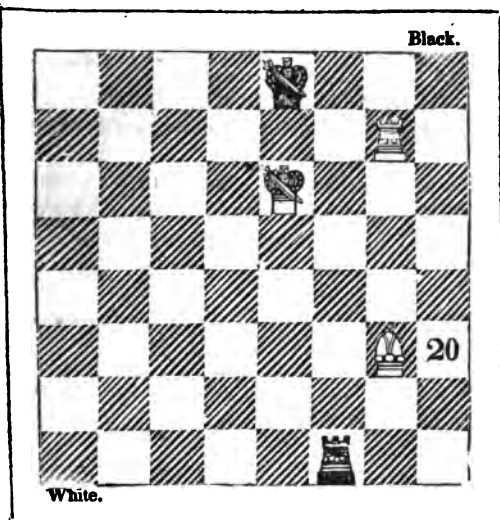
B. Castle to adv. king's knight's square.

6. W. Castle to adv. queen's bishop's second square.

The only way to ward off the mate is, to play his king to his knight's square; for, if he had given you check with his castle, you would have preserved all the strength of your attack, by covering with your bishop.

- B. King to his knight's square.
7. W. Castle gives check at adv. queen's bishop's square.
B. King to his castle's second square.
8. W. Castle gives check at adv. king's castle's square, and must win.

Second Back-game on the Fifth Move of the Black.



5. W.

B. Castle to adv. king's bishop's third sq.

6. W. Bishop to adv. queen's third square.

B. Castle gives check.

7. W. Bishop covers the check.

B. Castle to adv. king's bishop's third sq.

If he had played his king to his bishop's square, you would have played your castle to its king's castle's second square, in order to give mate the next move.

8. W. Castle gives check at adv. king's second square.

B. King to his bishop's square.

If he had played his king to his queen's square, you must then have played your castle to his queen's knight's second square, in order to give mate the next move.

9. W. Castle to adv. queen's bishop's second square.

B. King to his knight's square.

10. W. Castle gives check at adv. king's knight's second square.

B. King to his bishop's square.

If he had played his king to his castle's square, you would have gained his castle, giving check by discovery.

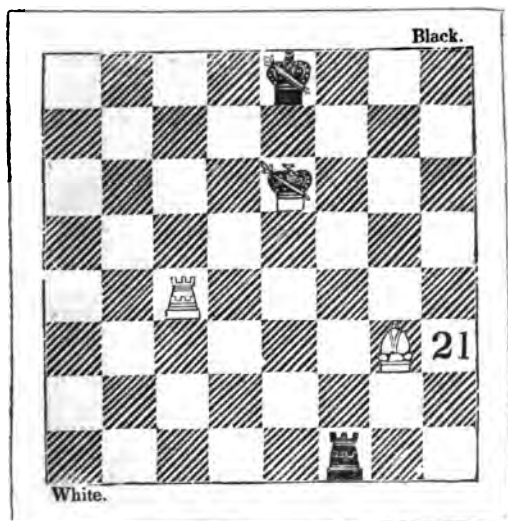
11. W. Castle to its king's knight's fourth sq.

B. King to his square.

If he had played his castle to your king's third square, to prevent the check of your bishop, you must then have played yours to your king's castle's fourth square, in order to give mate the next move.

12. W. Bishop to his king's bishop's fourth square, and must win the game.

Third Back-game, on the Seventh Move of the Black.



7. W.

B. King to his bishop's square.

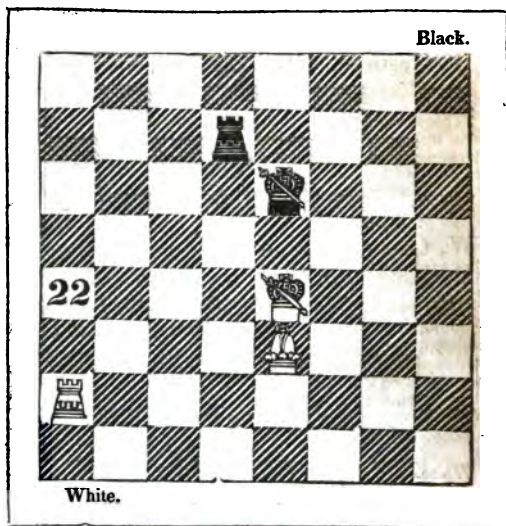
8. W. Bishop to adv. king's fourth square.

B. King to his knight's square.

9. W. Castle to its king's castle's fourth square, and must win.

17*

Method of forcing the Black to take the above-mentioned Situation, in order to give Mate with a Castle and Bishop against a Castle.



1. W. Castle to its queen's knight's second square.

If you had given check with your castle, he would have covered with his own : but by this move he is obliged to bring back his castle, which gives you the means of making use of your bishop.

- B. Castle to its queen's square.
2. W. Bishop to his king's bishop's fourth sq.

As he cannot cover the check of your castle, you must force his king to retrograde.

B. Castle to its king's square.

3. **W. Castle gives check.**

B. King to his bishop's second square.

4. **W. King to adv. king's bishop's fourth sq.**

B. Castle to adv. king's second square.

5. **W. Castle to its queen's knight's square.**

This move is very essential, in order to have the use of your bishop, as above directed ; that is, to hinder him from covering the check, which you will give with your castle.

B. Castle to adv. king's bishop's second square.

6. **W. Castle gives check.**

B. King to his bishop's square.

If he had moved the king to his own square, you must then have advanced your king facing his, and left your bishop exposed to be taken. In the present situation, the whole difficulty depends upon placing your bishop at the adverse king's fourth square. Your adversary will prevent it by leaving his king unmoved, and playing his castle alternately from the second to the first square of your king's bishop.

7. **W. King to his fourth square.**

[*Back-game.*]

B. King to his own square.

If he had given you check with his castle, you must have played your king to the adverse queen's fourth square, and then your bishop would have been free ; but as he could have played his king to his knight's square, we will make it the subject of a back-game.

8. **W. Bishop to adv. king's fourth square.**

B. Castle to its king's bishop's second sq.

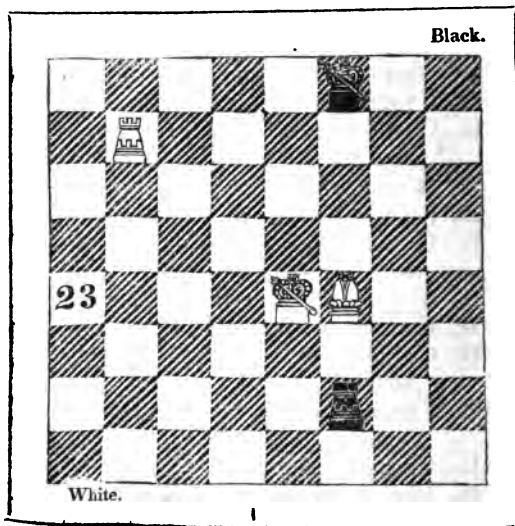
9. **W. Castle gives check.**

B. King to his second square.

10. W. King to adv. queen's fourth square.
 B. Castle to adv. king's bishop's square.
 11. W. Castle gives check at adv. queen's
 knight's second square.
 B. King to his own square.
 12. W. King to adv. king's third square.

You now find yourself in the position given in the preceding situation.

Back-game on the Seventh Move of the Black.



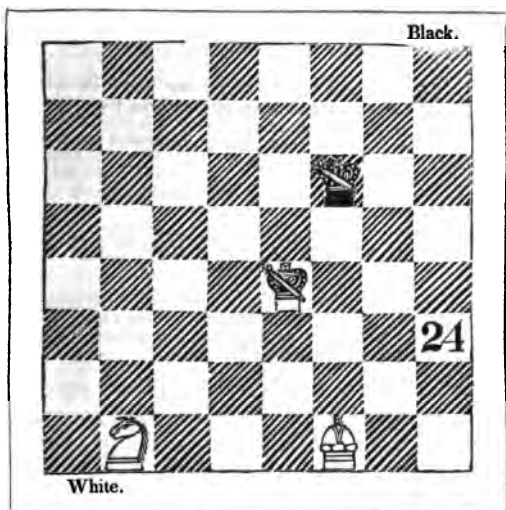
7. W.
B. King to his knight's square.
8. W. Bishop to adv. king's fourth square.
B. Castle to its king's bishop's second sq.
9. W. Castle to its queen's knight's square.
B. Castle to adv. king's bishop's second square.
10. W. King to adv. queen's fourth square.
B. King to his bishop's second square.
11. W. Castle gives check.
B. King to his knight's third square.
12. W. Castle gives check at adv. king's knight's second square.
B. King to his castle's third square.
13. W. King to adv. king's third square.
B. Castle to adv. king's second square.
14. W. Castle to its king's knight's square.
B. Castle to adv. king's bishop's second square.
15. W. Bishop to adv. king's bishop's third sq.
B. King to his castle's fourth square.
16. W. Castle gives check at adv. king's knight's fourth square.
B. King to his castle's third square.
17. W. King to adv. king's bishop's second sq.
B. Castle to adv. queen's bishop's second square.
18. W. Castle to adv. queen's knight's fourth square.
B. Castle gives check.
19. W. Bishop covers the check.

- B. Castle to its queen's second square.
20. W. Castle to adv. queen's knight's square.
B. King to his castle's fourth square.
21. W. Castle to its queen's knight's fourth square, and will give check-mate next move.

It may be seen by this back-game, that when pieces do not stand in the situation represented here, there are many different ways of forcing the mate : it is only to be observed, that the bishop must always stand next to his king, to cover him, in case of a check.

THIRD SITUATION.

Method of giving Check-mate with a Bishop and a Knight.



N.B. The mate must be given in the corner of the bishop's colour ; and when the adverse king retires to the opposite corner, in eighteen or twenty moves after, the mate may be easily forced.

1. W. Bishop to his queen's bishop's fourth square.
- B. King to his knight's third square.
2. W. King to his bishop's fourth square.

- B. King to his bishop's third square.
 3. W. Knight to his queen's bishop's third sq.
 B. King to his knight's third square.
 4. W. Knight to his king's fourth square.

The knight must endeavour to take away from the adverse king the opposite squares to the bishop's colour.

- B. King to his castle's third square.
 5. W. King to adv. king's bishop's fourth sq.
 B. King to his castle's second square.

If he had played his king to his castle's fourth square, you must have given check with the bishop at your king's second square; and then if he get his king on the side of the corner of your bishop's colour, you will mate him in a few moves.

6. W. King to adv. king's bishop's third sq.
 B. King to his castle's square.

If he had played his king to his castle's third square, you must have played your bishop to your king's second square, to oblige the king to get into the black corner, where your knight will very soon force him out.

7. W. Knight to adv. queen's third square.
 B. King to his castle's second square.
 8. W. Knight to adv. king's bishop's second square.

In this position, the mate is forced in about eighteen or twenty moves.

- B. King to his knight's square.

Your knight prevents his king from coming back into the corner. Now the business of your knight must be to cut off the adverse king from the black squares, while your bishop keeps him from the white ones.

9. W. Bishop to his queen's third square.
 B. King to his bishop's square.

10. W. Bishop to adv. king's castle's second square.

B. King to his square.

11. W. Knight to adv. king's fourth square.

[*Back-game.*]

B. King to his bishop's square.

As he might have played his king to his queen's square,
I give a back-game on this move.

12. W. Knight gives check at adv. queen's second square.

B. King to his square.

13. W. King to adv. king's third square.

B. King to his queen's square.

14. W. King to adv. queen's third square.

B. King to his square.

15. W. Bishop gives check.

B. King to his queen's square.

16. W. Bishop to adv. king's bishop's second square.

B. King to his queen's bishop's square.

17. W. Knight to adv. queen's bishop's fourth square.

B. King to his queen's square.

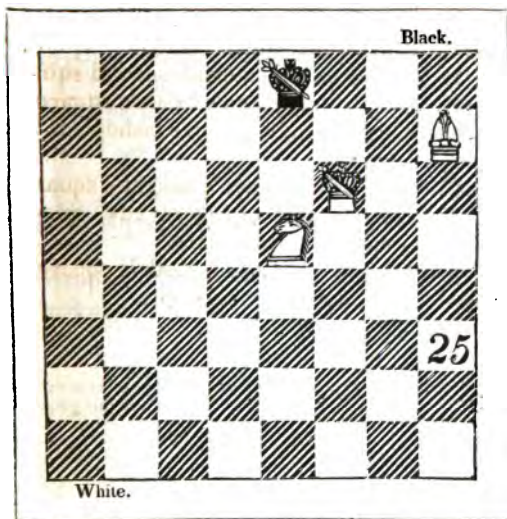
18. W. Knight gives check at adv. queen's knight's second square.

B. King to his queen's bishop's square.

19. W. King to adv. queen's bishop's third sq.

B. King to his queen's knight's square.

20. W. King to adv. queen's knight's third sq.
B. King to his queen's bishop's square.
21. W. Bishop gives check.
B. King to his queen's knight's square.
22. W. Bishop to adv. queen's second square.
B. King to his queen's castle's square.
23. W. Knight to adv. queen's bishop's fourth square.
B. King to his queen's knight's square.
24. W. Knight gives check at adv. queen's castle's third square.
B. King to his queen's castle's square.
25. W. Bishop gives check-mate.
-

Back-game on the Eleventh Move of the Black.

11. W.

B. King to his queen's square.

12. W. King to adv. king's third square.

B. King to his queen's bishop's second sq.

13. W. Knight to adv. queen's second square.

It is proper to observe that the knight does not change the direction of his moves either one way or the other.

B. King to his queen's bishop's third sq.

14. W. Bishop to his queen's third square.

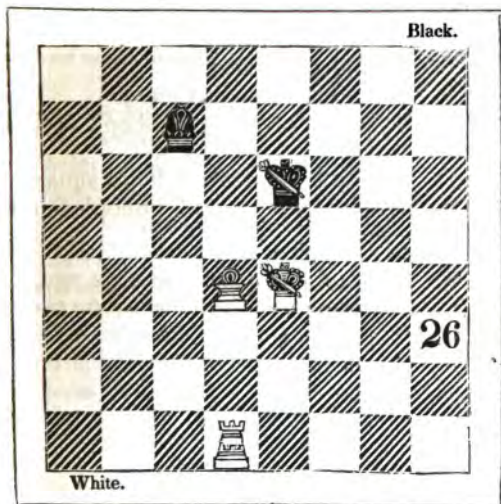
If you had given check with your bishop, he would again have got his king into the other corner, and this move would have entirely destroyed your attack.

- B. King to his queen's bishop's second sq.
15. W. Bishop to his king's fourth square.
B. King to his queen's square.
16. W. King to adv. queen's third square.
B. King to his square.
17. W. Bishop gives check.
B. King to his queen's square.
18. W. Bishop to adv. king's bishop's second square.
B. King to his queen's bishop's square.
19. W. Knight to adv. queen's bishop's fourth square.

It is needless to proceed farther. This position is exactly the same as that at the seventeenth move of this game.

FOURTH SITUATION.

*A Party won with a Castle and a Pawn
against a Bishop.*



1. W. Castle to its queen's castle's square.

If you had pushed your pawn in giving check, you would have furnished your adversary with the means of making a drawn game, as will be seen afterwards.

- B. Bishop to his queen's knight's square.
2. W. Castle gives check.

B. Bishop covers the check.

If he had withdrawn his king, you must have pushed yours forward towards your pawn. This party cannot be won but by advancing your king, and confining that of your adversary in the last line, before you come to push your pawn.

3. W. Castle to adv. queen's knight's third square.

By this move, you compel him to withdraw his king and make room for yours.

B. King to his queen's second square.**4. W. King to adv. queen's fourth square.****B. Bishop to adv. king's knight's third sq.****5. W. Castle gives check at adv. queen's knight's second square.****B. Bishop covers the check.****6. W. Castle to adv. queen's castle's second square.****B. King to his queen's bishop's square.****7. W. King to adv. queen's bishop's third sq.**

In this position the game is won, either by pushing the pawn, or forcing the adverse bishop.

The same Party made a Drawn Game, if he who has the Pawn play badly.

1. W. Pawn gives check.

In the present position it must terminate in a drawn game, because your king will no longer be able to advance towards your pawn, on the supposition that your adversary plays all his moves with exactness.

B. King to his queen's second square.

2. W. King to his queen's fourth square.
B. Bishop to adv. king's knight's third sq.
3. W. Castle to its queen's castle's square.
B. Bishop to adv. king's bishop's fourth sq.

It is material for him to keep his bishop at some distance from your king, to enable him to give check, in case you should play the king to one of the black squares next to your pawn.

4. W. Castle gives check.
B. King to his queen's third square.

If he had covered check, you would have won the game, by pushing your king on the black square facing his bishop.

5. W. King to his fourth square.
B. Bishop to adv. king's knight's third sq.

If he had played his bishop to your king's castle's second square, you would have won the game, by playing your castle to his king's knight's second square. It is to be observed, that, in the defence of this party, the bishop must never be far distant from the adverse king.

6. W. Castle to adv. king's knight's second square.
B. Bishop to adv. king's square, to give check.

7. W. Castle gives check.
B. King to his queen's second square.

8. W. Pawn one square.

If you had advanced your king, he would have obliged you to retrograde, by a check given with his bishop.

- B. King to his queen's bishop's third sq.

If he had made any other move he would have lost the game.

9. W. King to adv. king's fourth square.
B. Bishop to adv. queen's knight's fourth square.

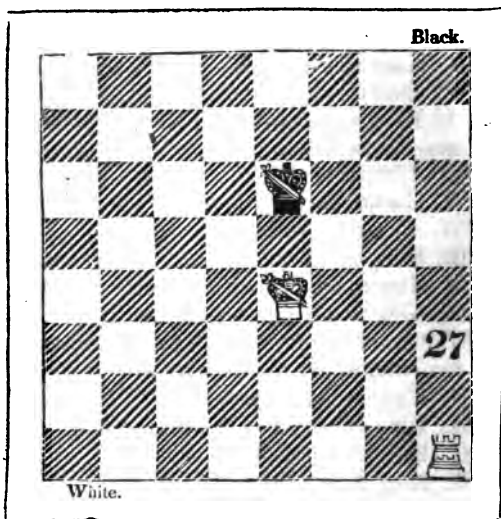
In this position your pawn is forced, as your king cannot go forwards, without covering your castle.

10. W. Pawn one square, discovering check.
B. King takes the pawn.
11. W. King to adv. queen's fourth square.
B. King to his queen's bishop's second sq.

When one remains with a bishop against a castle, the king must, as soon as possible, be brought into that corner of the chess-board that is not of the same colour with the bishop. It is the only place where he can be sure of a drawn game.

FIFTH SITUATION.

A Mate with a single Castle.



1. W. Castle gives check.
B. King to his second square.
2. W. King to adv. king's fourth square.
B. King to his queen's second square.

His king must be opposite to yours, in order that you may give check with your castle; because then his king is forced by the check to retrograde.

3. W. Castle to adv. king's knight's third sq.

If you had played your king opposite to his, he would have restored his king to the same place, whereas, at this move, he plays his king facing yours; you may then force him back by the check of your castle.

- B. King to his queen's bishop's second sq.
4. W. King to adv. queen's fourth square.
B. King to his queen's knight's second sq.
5. W. King to adv. queen's bishop's fourth sq.
B. King to his queen's castle's second sq.
6. W. King to adv. queen's knight's fourth sq.
B. King to his queen's knight's second sq.

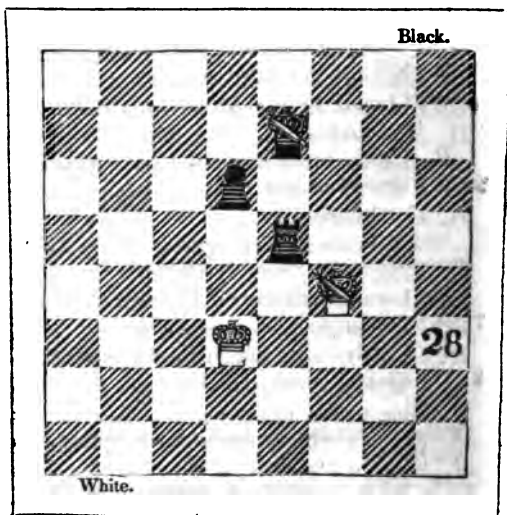
At present he is obliged to place his king opposite to yours, or absolutely to abandon the line.

7. W. Castle gives check at adv. king's knight's second square.
B. King to his queen's bishop's square.
8. W. King to adv. queen's bishop's third sq.
B. King to his queen's square.
9. W. Castle to adv. queen's castle's second square.
B. King to his square.
10. W. King to adv. queen's third square.
B. King to his bishop's square.
11. W. King to adv. king's third square.

- B. King to his knight's square.
 12. W. King to adv. king's bishop's third sq.
 B. King to his castle's square.
 13. W. King to adv. king's knight's third sq.
 B. King to his knight's square.
 14. W. Castle gives check-mate.

SIXTH SITUATION.

*A Game won with a Queen against a Castle
and a Pawn.*



1. W. Queen gives check at adv. king's castle's second square.

This party is but a drawn game, provided the pawn has not yet been moved from its place, but if it had been pushed forward, the queen must win.

B. King to his third square.

2. W. Queen gives check at adv. king's knight's square.

This move is useless ; and I point it out only to show by what means moves may be gained or lost.

B. King to his second square.

3. W. Queen to adv. queen's bishop's square.

B. Castle to its queen's bishop's fourth sq.

4. W. Queen gives check at adv. queen's knight's second square.

B. King to his third square.

5. W. Queen to adv. king's knight's second square.

B. Castle to its king's fourth square.

6. W. Queen to adv. queen's bishop's second square.

This move determines the winning of the game : you must, consequently, begin to take this position.

B. Castle to its queen's bishop's fourth sq.

7. W. Queen to adv. queen's square.

B. Castle to its king's fourth square.

8. W. Queen gives check at adv. king's sq.

By this check you force his king to go towards his pawn. This move will make the passage of your king more easy afterwards.

B. King to his queen's fourth square.

9. W. Queen to adv. queen's bishop's sq.

You put him under the necessity of removing his castle from his king, or giving a free passage to your king.

[*First Back-game.*]

B. Castle gives check.

If he had played his king to your queen's fourth square, you must have played your queen to his queen's bishop's third square ; but he might also have played his castle to its king's castle's fourth square, to hinder the passage of your king ; the subject of a back-game.

10. W. King to adv. king's bishop's fourth sq.

B. Castle gives check.

11. W. King to adv. king's bishop's third sq.

B. Castle to adv. king's fourth square.

If he had played his king to your queen's fourth square, you must have played your queen to his queen's bishop's third square.

12. W. Queen gives check at adv. king's bishop's fourth square.

B. Castle covers the check.

13. W. Queen gives check at her third square.

B. King to his queen's bishop's fourth sq.

14. W. Queen to her second square.

At the instant your king gets behind his pawn, the advantage of the game will turn on your side : to attain this, you must force him to play his king.

B. King to his queen's bishop's third sq.

15. W. Queen to her fourth square.

[*Second Back-game.*]

B. King to his queen's second square.

As he might have played his king to his queen's bishop's second square, it will be the subject of another back-game.

16. W. Queen to her bishop's fourth square.

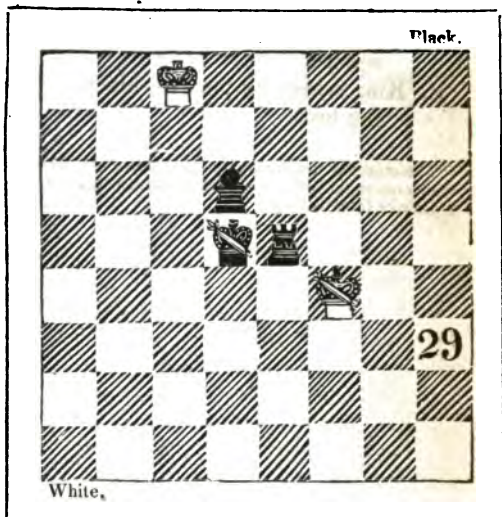
B. Castle to its queen's bishop's fourth sq.

If he remove his castle from his king, you must endeavour to find some way of forcing his castle by a double check.

17. W. Queen gives check at adv. king's bishop's second square.
B. King to his queen's bishop's third sq.
18. W. King to adv. king's second square.
B. Castle gives check.
19. W. King to adv. queen's square.
B. Castle to its queen's bishop's fourth sq.
20. W. Queen gives check at adv. queen's second square.
B. King to his queen's fourth square.
21. W. King to adv. king's second square.
B. Castle to its queen's bishop's third sq.
22. W. Queen gives check at adv. king's bishop's fourth square.
B. King to adv. queen's bishop's fourth sq.
23. W. King to adv. queen's second square.
B. Castle to its queen's bishop's fourth sq.
24. W. Queen gives check at her king's fourth square, and must win.

As many lovers of this game may not be acquainted with the method of giving check-mate with a queen against a castle, we will give it after the two back-games.

First Back-game, on the Ninth Move of the Black.



9. W.

B. Castle to its king's castle's fourth sq.

His castle being at a distance from its king, you ought to take it by a double check, or, at least, gain his pawn.

10. W. Queen gives check at adv. queen's castle's square.

B. King to adv. queen's bishop's fourth square.

11. W. Queen gives check at her castle's fourth square.

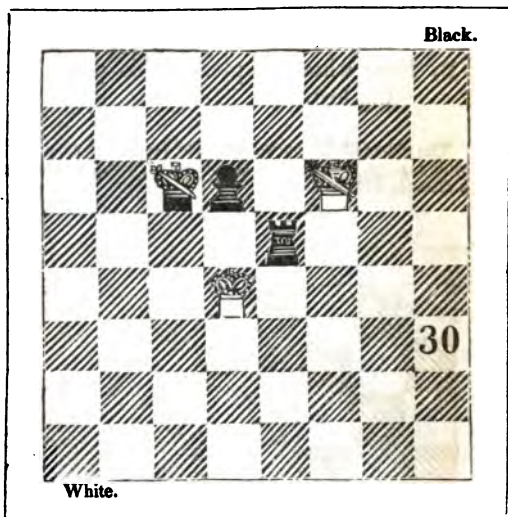
B. King to adv. queen's bishop's third sq.

12. W. Queen gives check at her castle's third square.

B. King where he pleases, his pawn being lost.

The object of this back-game is to prove how easy it is, with a queen, to force, by a double check, a castle, when at a distance from its king.

*Second Back-game, on the Fifteenth Move of
the Black.*



15. W.

B. King to his queen's bishop's second sq.

16. W. Queen to her castle's fourth square.

B. Castle to its queen's bishop's fourth sq.

17. W. Queen gives check at adv. queen's
castle's second square.

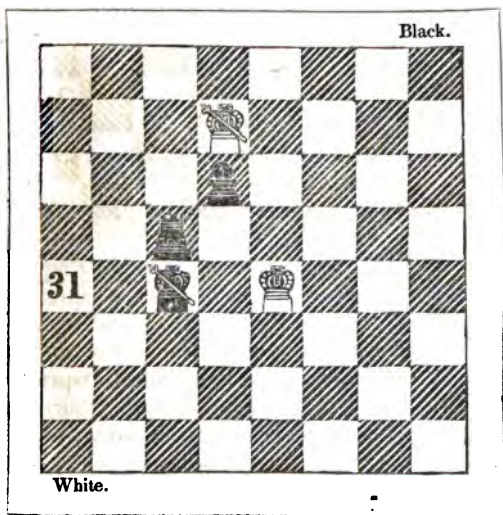
B. King to his queen's bishop's third sq.

18. W. King to adv. king's second square,
and must win.

As your king may go behind the pawn, you must win the game.

SEVENTH SITUATION.

*A Check-mate with a Queen against a Castle
and a Pawn.*



1. W. Queen gives check at her king's fourth square.

B. King to adv. queen's knight's third sq.

2. W. King takes the pawn.

B. Castle to adv. queen's bishop's second square.

3. W. King to adv. queen's fourth square.

It is needless to give check with your queen before your king is near the adverse king.

B. King to adv. queen's knight's second square.

4. W. King to his queen's fourth square.

B. King to adv. queen's castle's square.

He offers you his castle for nothing; but if you take it he will be stale-mate.

5. W. King to his queen's third square.

B. Castle to adv. queen's knight's second square.

6. W. Queen gives check at her castle's fourth square.

B. King to adv. queen's knight's square.

7. W. Queen to her castle's third square.

B. Castle gives check at adv. queen's second square.

Your last move was by no means the best. I laid it down merely to show all the resources of your adversary. If you were to take his castle, he would be in a stale-mate. This cannot be too much attended to at the end of this party.

8. W. King to his queen's bishop's third sq.

N.B. This move of the white is still worse than the preceding, since the black, by playing his castle to the white

queen's third square, would either compel the white to take the castle and give a stale-mate, or suffer his queen to be exchanged for the castle, which would make it a drawn-game. It is probable that our author intended the castle to be played to the white queen's fourth square . but every edition of Philidor has the same glaring mistake, which undoubtedly arose from the first impression being made in a foreign country. We have not been able, as we wished, to ascertain the move in the original English edition.—(*Note of the Editor.*)

B. Castle gives check at adv. queen's bishop's second square.

9. W. King to his queen's third square.

If you had played your king to your queen's knight's third square, he would have made a drawn game, by giving you check at your queen's bishop's third square.

B. Castle gives check at adv. queen's second square.

10. W. King to his third square.

B. Castle to adv. queen's knight's second square.

11. W. Queen to her castle's fourth square.

Now you may push your king forwards, without any danger of giving your adversary a stale-mate.

B. Castle to adv. queen's bishop's second square.

12. W. King to his queen's third square.

B. Castle to adv. queen's knight's second square.

13. W. King to his queen's bishop's third sq.

He is obliged to remove his castle from his king, which gives you an opportunity of taking his castle by a double check, or giving him mate.

B. Castle to adv. king's castle's second sq.

14. W. Queen gives check at adv. queen's knight's fourth square.

B. King to adv. queen's castle's square.

15. W. Queen gives check at adv. queen's castle's third square.

B. King to the knight's square.

If he had covered the check, you would have given him mate at your king's bishop's square.

16. W. Queen gives check at adv. queen's knight's third square.

B. King to adv. queen's castle's second sq.

17. W. Queen gives check at adv. queen's castle's second square.

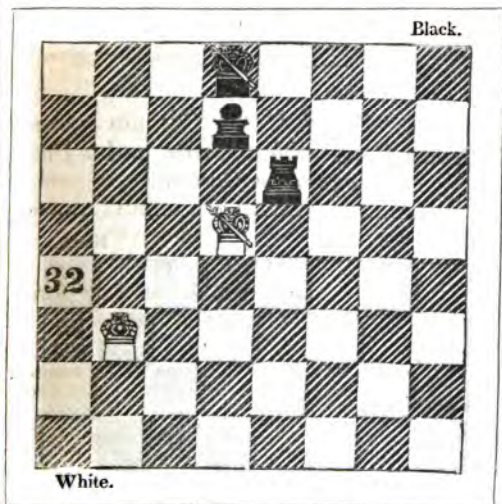
B. King to the knight's square.

18. W. Queen gives check at her king's knight's square, and must win.

This game cannot be won, but by forcing the adversary to remove his king from his castle, in order to take it afterwards by a double check.

EIGHTH SITUATION.

A Drawn Game with a Queen against a Castle and a Pawn.



1. W. Queen gives check at adv. queen's knight's square.
B. King to his second square.
2. W. Queen to adv. king's knight's square.
B. Castle to its queen's bishop's third sq.
3. W. King to adv. king's fourth square,

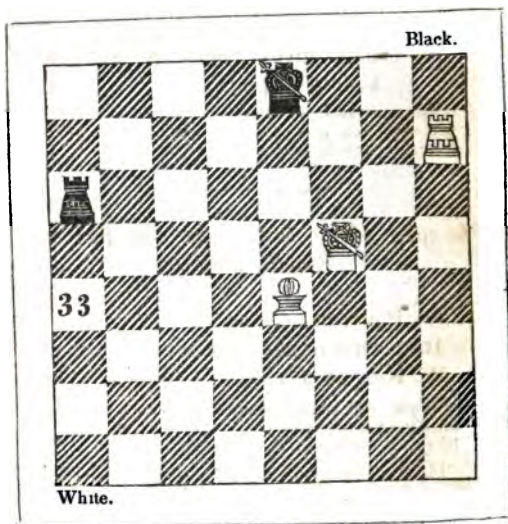
B. Castle to its king's third square, giving check.

4. W. King to adv. queen's fourth square.

In this position it is a drawn game ; because, neither the queen nor the king can come upon the rear of the black pawn, as in the former party.

NINTH SITUATION.

A Drawn Game with a Castle and a Pawn against a Castle.



1. W. Pawn one square.

B. Castle to its queen's knight's third sq.

By keeping this line with his castle, he hinders your king from advancing ; but if he were to abandon this line before you had pushed your pawn, he would lose the game, as will be seen by the following party.

2. W. Castle to adv. queen's castle's second square.

B. Castle to its queen's bishop's third sq.

He ought not to depart from this line with his castle, before you push your own pawn.

3. W. Pawn one square.

B. Castle to adv. queen's bishop's square.

If he had given check, he would have lost the game.

4. W. King to adv. king's bishop's third sq.

B. Castle gives check at adv. king's bishop's square.

He must continue to give you check, in order to drive you away from your pawn, and when your king falls upon his castle, he will attack and take your pawn.

The same Game lost, if he who has only a Castle play ill.

1. W. Pawn one square.

B. Castle to adv. queen's castle's square.

2. W. King to adv. king's bishop's third sq.

If you had played your king opposite to his, he could have put himself again in a position to make a drawn game, by giving check with his castle.

B. Castle gives check at adv. king's bishop's square.

Had he given check at his queen's castle's third square, you must have covered the check with your pawn ; and if, instead of that move, he had played his king to his queen's square, you must have given check with your castle, and afterwards advanced your king to the adv. king's second square.

3. W. King to adv. king's third square.

B. King to his bishop's square.

Had he left his king at the same place you must have given check and changed castle for castle.

4. W. Castle gives check.

B. King to his knight's second square.

5. W. Castle to adv. king's square.

This is the only move which can insure you the game : any other would lead to a drawn game.

B. Castle to adv. king's square.

6. W. King to adv. queen's second square.

B. King to his bishop's second square.

Had he given check with his castle, you must have played your king to his king's second square.

7. W. Pawn one square, giving check.

B. King to his knight's second square.

If he had played his king to his bishop's third square, you must then have given check with your castle, and at the next move, pushed your pawn.

8. W. King to adv. king's second square.

Had you pushed your pawn, it would have been a drawn game.

B. Castle to adv. king's second square.

9. W. Castle to adv. queen's square.

B. Castle to adv. king's square.

10. W. Castle to its queen's second square.

B. Castle to adv. king's third square

11. W. Castle gives check at its king's knight's second square.

B. King to his castle's second square.

12. W. King to adv. king's bishop's second sq.

B. Castle gives check.

13. W. King to adv. king's square.

B. Castle to adv. king's third square.

14. W. Pawn one square.

B. Castle to adv. queen's third square.

He makes this move, in order to hinder your king from moving out on the queen's side, and to bring him by a check again under your pawn, in case you bring him out on the king's side.

15. W. Castle to its queen's bishop's second sq.

B. King to his knight's second square.

In England, where the stale-mate is the loss of the game, you might, at your next move, play your castle to your queen's second square.

16. W. Castle to adv. queen's bishop's second square.

B. Castle to adv. queen's second square.

17. W. Castle to adv. queen's second square.

B. Castle to adv. queen's knight's second square.

18. W. Castle to its queen's square.

B. Castle gives check.

19. W. King to adv. queen's second square.

B. Castle gives check.

20. W. King to adv. king's third square.

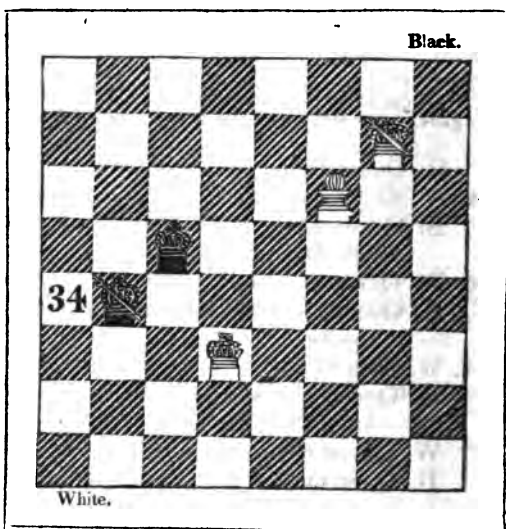
B. Castle gives check.

21. W. Castle covers the check.

- B. Castle to its queen's knight's square.
 22. W. Castle to adv. queen's square, and will win.

TENTH SITUATION.

*A Drawn Game of a Queen and a Pawn
 against a Queen.*



1. W. Pawn one square.

In this position the white ought to look out for an opportunity of exchanging queens ; and the black, to prevent that exchange, must keep the king at a distance from the adverse king, in order to be the better enabled to give perpetual check.

B. Queen gives check at her king's knight's square.

2. W. Queen covers the check.

B. Queen gives check at her king's fourth square.

3. W. King to adv. king's knight's square.

He can no longer give you check, without losing the game ; but he may hinder your pawn from making a queen.

B. Queen to her fourth square.

4. W. King to adv. king's castle's second sq.

B. Queen gives check at adv. king's castle's square.

5. W. Queen covers the check.

B. Queen gives check at adv. king's fourth square.

6. W. King to adv. king's knight's square.

B. Queen gives check at adv. king's knight's fourth square.

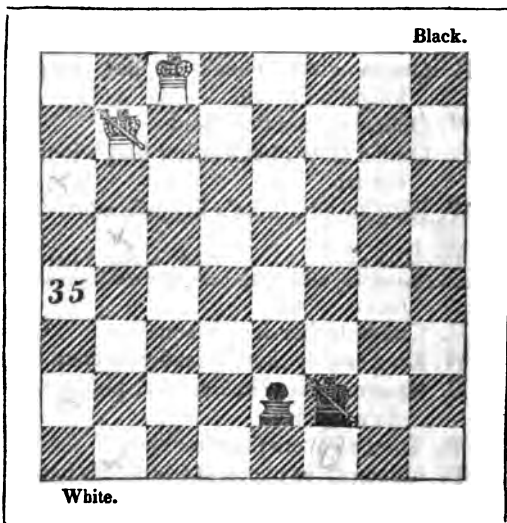
7. W. Queen covers the check.

B. Queen to her king's third square.

It is visible, that, when the check does not continue, the pawn may be prevented from making a queen.

ELEVENTH SITUATION.

*A Game won with a Queen against a Pawn
near making a Queen.*



1. W. Queen gives check at adv. king's bishop's fourth square.

To win this game, the queen must be previously brought as near as possible to the adverse king.

- B. King to adv. king's knight's second sq.
2. W. Queen gives check at her king's knight's fourth square.

B. King to adv. king's bishop's second sq.

3. W. Queen gives check at her king's bishop's fourth square.

B. King to adv. king's knight's second sq.

4. W. Queen to her king's third square.

B. King to adv. king's bishop's square.

It is this move which enables you to win the game, because you force him to play his king before his pawn.

5. W. Queen gives check at her king's bishop's third square.

B. King to adv. king's square.

As his pawn cannot make a queen, you must profit by this opportunity to bring your king next to his.

6. W. King to adv. queen's bishop's third sq.

B. King to adv. queen's second square.

7. W. Queen gives check at adv. queen's fourth square.

B. King to adv. queen's bishop's second sq.

8. W. Queen gives check at her bishop's fourth square.

B. King to adv. queen's second square.

9. W. Queen gives check at her fourth sq.

B. King to adv. queen's bishop's second square.

10. W. Queen to her king's third square.

It is always the same move that forces him to play his king before his pawn.

11. W. Queen gives check at her third square.

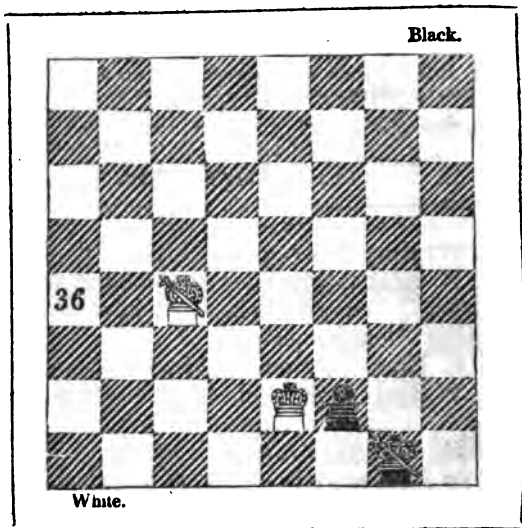
B. King to adv. king's square.

12. W. King to adv. queen's fourth square.

You will proceed with the same moves till your king comes next to his pawn, and then the game is won,

TWELFTH SITUATION.

A Drawn Game with a Queen against a Pawn near making a Queen.



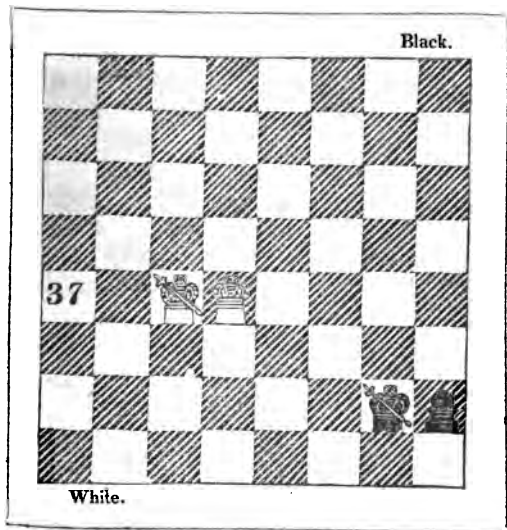
1. W. Queen gives check at her king's knight's fourth square.
 B. King to adv. king's castle's second sq.
2. W. Queen to her king's bishop's third sq.
 B. King to adv. king's knight's square.
3. W. Queen gives check at her king's knight's third square.

B. King to adv. king's castle's square.

In the former party, you forced his king to go before his pawn, but he may now, without any danger, leave it exposed to be taken ; for you would give him a stale-mate by taking his pawn ; this ought then to be a drawn game.

THIRTEENTH SITUATION.

Another drawn Game with a Queen against a Pawn near making a Queen.



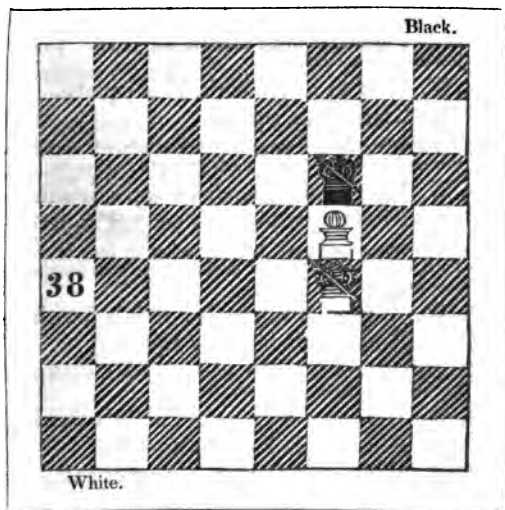
1. W. Queen gives check at her king's knight's fourth square.
B. King to adv. king's bishop's second sq.
2. W. Queen to her king's castle's third sq.
B. King to adv. king's knight's square.
3. W. Queen gives check at her king's knight's third square.
B. King to adv. king's castle's square.

Being forced to take away your queen from that line, to make room for his king, you could never bring up your king in time ; so it must be a drawn game.

It is proper to observe, that the pawns of the two bishops and of the two castles, within one square of making a queen, make a drawn game against a queen ; and the pawns of the king, the queen, and of the two knights, must lose in such a position.

FOURTEENTH SITUATION.

A Drawn Game with a single Pawn, or a Game won, if he who remains with his King alone do not play well.



1. W. King to his fourth square.
B. King to his bishop's second square.

It is always necessary to bring his king opposite the adverse pawn, so that his king may oppose the adversary's king.

2. W. King to adv. king's fourth square.
B. King to his second square.

3. W. Pawn one square, giving check.
B. King to his bishop's second square.
4. W. King to adv. king's bishop's fourth sq.

[Back-game.]

- B. King to his bishop's square.

If he had removed his king to his home, or to his king's knight's square, he would have lost the game. The subject of a back-game.

5. W. King to adv. king's third square.
B. King to his square.

Were you in the present position, to push your pawn, you could not sustain it, without giving a stale-mate.

6. W. King to adv. king's bishop's fourth sq.
B. King to his bishop's second square.

His defence depends upon opposing his king to yours ; for if, on the contrary, you could oppose your king to his, you would win the game.

7. W. King to adv. king's knight's fourth sq.
B. King to his bishop's square.

He always plays his king opposite to yours, which infallibly brings on a drawn game.

8. W. King to adv. king's knight's third sq.
B. King to his knight's square.
9. W. Pawn one square, giving check.
B. King to his bishop's square.
10. W. King is forced to leave the pawn.

Back-game on the Fourth Move of the Black.

4. W.
B. King to his square or his knight's sq.
5. W. King to adv. king's third square.
B. King to his bishop's square.

6. W. Pawn one square.

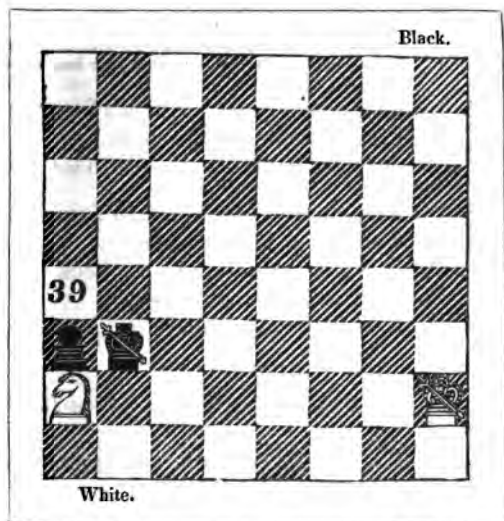
B. King to his knight's second square.

7. W. King to adv. king's second square, and will win.

It may be seen by these examples, that whoever acts defensively, must always bring his king opposite to the adversary's pawn.

FIFTEENTH SITUATION.

A Drawn Game of a Knight at a Distance from his King against a Pawn near making a Queen.



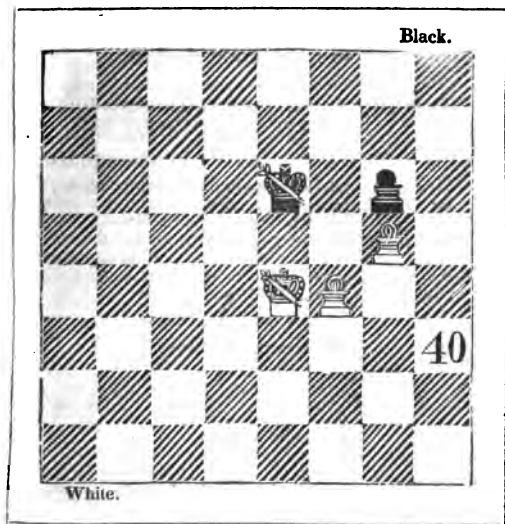
1. W. Knight gives check at his queen's bishop's square.
B. King to adv. queen's knight's second square.
2. W. Knight gives check at his queen's third square.
B. King to adv. queen's bishop's second square.
3. W. Knight to his queen's knight's fourth square.
B. King to adv. queen's knight's third sq.
4. W. Knight to his queen's third square.

He cannot push his pawn without receiving a double check from your knight; therefore it is a drawn game. It is necessary to observe, that, in such positions, when the knight cannot give check, nor hinder the pawn from going forwards, a double check must necessarily happen at the second move.

SIXTEENTH SITUATION.

A Drawn Game, or a Party won, with Two Pawns against One.

N. B. In the present position, if the black were to play first the white would win the game ; and if the white were to play, it would be a drawn game.



1. W. King to his queen's fourth square.

[*First Back-game.*]

B. King to his queen's third square.

Had he played his king to his king's bishop's fourth square, you would have regained the position; which would have given you the game. (See first back-game.)

2. W. King to his queen's third square.

[*Second Back-game.*]

- B. King to his queen's second square.

Had he played his king to his queen's fourth square, he would have lost the game. A new subject for a back-game.

3. W. King to his third square.

- B. King to his second square.

He keeps himself in such a situation, that he may oppose your king, when you think proper to push yours forwards, either to his fourth square or to your queen's fourth square.

4. W. King to his queen's fourth square.

- B. King to his queen's third square.

5. W. King to his fourth square.

- B. King to his third square.

On the supposition that your adversary make his moves correctly, it will be a drawn game.

First Back-game, on the First Move of the Black.

1. W.

- B. King to his bishop's fourth square.

2. W. King to his third square.

- B. King to his third square.

Had he played his king to your king's knight's fourth square, he would have lost the game equally.

3. W. King to his fourth square.

- B. King to his queen's third square.

Had he played his king to his second square, or to his queen's second square, you must have advanced your king opposite to his, in order to succeed in taking the pawn.

4. W. King's bishop's pawn one square.

B. Pawn takes the pawn.

He might have declined taking your pawn ; but this other way of playing will be seen in our next back-game.

5. W. King takes the pawn.

B. King to his second square.

6. W. King to adv. king's knight's third sq.

B. King to his bishop's square.

7. W. King to adv. king's castle's second square, and will win.

As often as the king is before his pawn, the adversary cannot hinder you from making a queen.

Second Back-game, on the Second Move of the Black.

2. W.

B. King to his queen's fourth square.

3. W. King to his third square.

You again obtain the move, because he cannot play his king opposite to yours ; he must absolutely retrograde, either to his third square, or to his queen's third square. In either case, your king may place himself in opposition to his.

B. King to his third square.

4. W. King to his fourth square.

B. King to his queen's third square.

If he had withdrawn his king to his second square, or to his queen's second square, you must have advanced your king opposite to his.

5. W. King's bishop's pawn one square.

B. King to his second square.

6. W. Pawn one square, giving check.

Had you taken his pawn with yours, it would have been a drawn game.

B. King to his third square.

7. W. King to his queen's fourth square.

B. King to his queen's third square.

In this position he has gained the move over you, since he may oppose your king; but by the sacrifice of a pawn you may recover it, and a single pawn is enough to win the game.

8. W. King's bishop's pawn one square.

B. King to his second square.

9. W. King to adv. king's fourth square.

B. King takes the pawn.

10. W. King to adv. queen's third square.

B. King to his bishop's square.

11. W. King to adv. king's third square.

B. King to his knight's second square.

12. W. King to adv. king's second square.

B. King to his knight's square.

13. W. King to adv. king's bishop's third sq.

B. King to his castle's second square.

14. W. King to adv. king's bishop's second sq.

B. King to his castle's square.

15. W. King takes the pawn.

B. King to his knight's square.

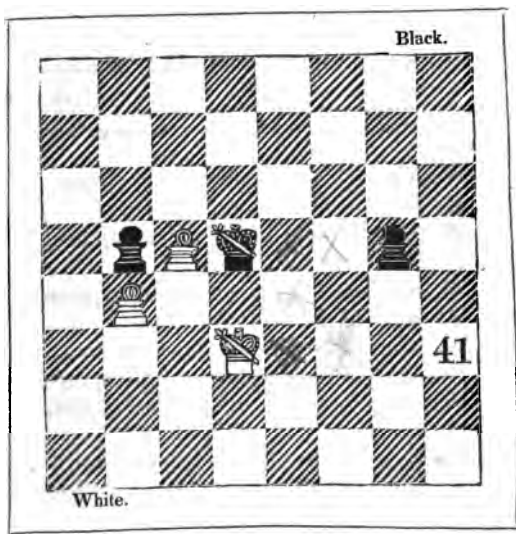
16. W. King to adv. king's bishop's third sq.

B. King to his bishop's square.

17. W. Pawn one square, and makes a queen without any opposition.

SEVENTEENTH SITUATION.

*A Drawn Game with two separated Pawns
against Two united Pawns.*



N. B. In this position, if the black were to play first the white would win the game.

1. W. King to his third square.
B. King to his fourth square.
 2. W. King to his bishop's third square.
- 21*

- B. King to his bishop's fourth square.
3. W. King to his knight's third square.
B. King to his fourth square.

Had he played his king to his bishop's third square, he would have lost the game, by your advancing your king towards his pawn.

4. W. King to his knight's fourth square.
B. King to his bishop's third square.
5. W. King to his knight's third square.
B. King to his fourth square.

Had he played his king to his bishop's fourth square, you would have gained the move over him ; which would have given you the game.

6. W. King to his bishop's third square.
B. King to his bishop's fourth square.

As he does not push his pawn, nor give you leave to take the place opposite to his king, it must be a drawn game.

Observations on the Ends of Parties.

A single pawn cannot win, if the adverse king be placed in opposition to it.

A single pawn may win, if the king be before the pawn.

Two pawns against one must win, almost in all cases : but he that has the two pawns must avoid changing one of them with the adversary's pawn.

A pawn and any piece whatsoever must win in all cases, the two castles' pawns only excepted, co-operating with a bishop whose diagonal is of a different colour from the square at which the pawn must make a queen.

Two knights by themselves cannot mate.

Two bishops by themselves may mate.

A knight and a bishop may mate.

A castle, against a knight, makes a drawn game.

A castle, against a bishop, makes a drawn game.

A castle and a knight, against a castle make a drawn game.

A castle and a bishop, against a castle, win.

A castle and a bishop, against a queen, make a drawn game.

A castle and a knight, against a queen, make a drawn game.

A queen, against a bishop and a knight, may win the game.

A castle, against a bishop and two pawns, makes a drawn game.

A castle, against one knight and two pawns, makes a drawn game, because, in either case, he who has only the castle, cannot be hindered sacrificing it for the two pawns.

A queen, against one castle and two pawns, makes a drawn game.

RULES OF THE GAME OF CHESS.

*Adopted by the Society, or Club of Chess, in
London.*

I. The Chess-board must be placed in such a manner, that each player may have a white square on his right hand.

II. He that gives a piece is supposed to have the move, unless it be agreed otherwise. In games without odds, lots must be cast for the move, which afterwards becomes alternate.

III. If a pawn or piece have been forgotten at the beginning of the game, it will be in the adversary's choice either to begin the game afresh, or to go on, permitting the piece forgotten to be set in its place.

IV. If it be agreed to give the advantage of a piece, or a pawn, and it have been forgotten at the beginning of a game, it will be left to the choice of him who has suffered by such a mistake, to go on with the game, or to recommence

V. A piece once touched must be played, unless it be said, in touching it *J'adoube* ;* but if a piece be displaced, or overturned, by accident, it will be allowed to be put right and set again in its place.

VI. If you touch one of your adversary's pieces without saying *J'adoube*, he has a right to oblige you to take it ; and in case it was not prizable, you, who have touched it, must play your king, if you can.

VII. When one has dismissed his piece, he cannot take it again, to play it to another place ; but so long as he keeps his hold of it, he is at liberty to play it where he pleases.

VIII. Whoever makes a false move must play his king, as in Rule VI. but no false move can be recalled after the adversary's next move : so, if the irregular move be not revoked in time, the position taken must remain as if it had been correct.

IX. Every pawn which has reached the eighth, or last, square of the chess-board, is entitled to make a queen, or any other piece that shall be thought proper.

* I replace.

X. Any pawn has the privilege of advancing two squares at its first move ; but, in this case, it may, in passing, be taken by any pawn which might have taken it, if it had been pushed but one square.

XI. The king, when he castles, can only go beyond two squares, that is, the castle with which he castles must take the square next to the original square of the king ; and the latter, leaping over, will be posted on the other side of the castle. (a)

XII. The king cannot castle when in check, nor after having been moved, nor if in passing he was exposed to a check, nor with a castle which has been removed from its place : and he that castles when he should not, must play his castle touched, or his king, at his own choice.

XIII. If a player give check without warning, the adversary will not be bound to ward it off ; and he may consequently play as if such check did not exist ; but if the former, in playing the next move, were to say *check*, each must then retract his last move, as being false, and he that is under check is to obviate it.

(a) The old way of castling in several countries, and which still subsists in some, was to leave to the player's disposal all the interval between the king and the castle, along with the squares first assigned them.

XIV. If the adversary warn you of a check, without however giving it, and you, in consequence, touch either your king or any other piece, you will then be allowed to retract, so long as your adversary has not completed his next move.

XV. If any one touch a piece which he cannot play without exposing his king to check, he must then play his king ; and if his king cannot be played, the mistake entails no penalty.

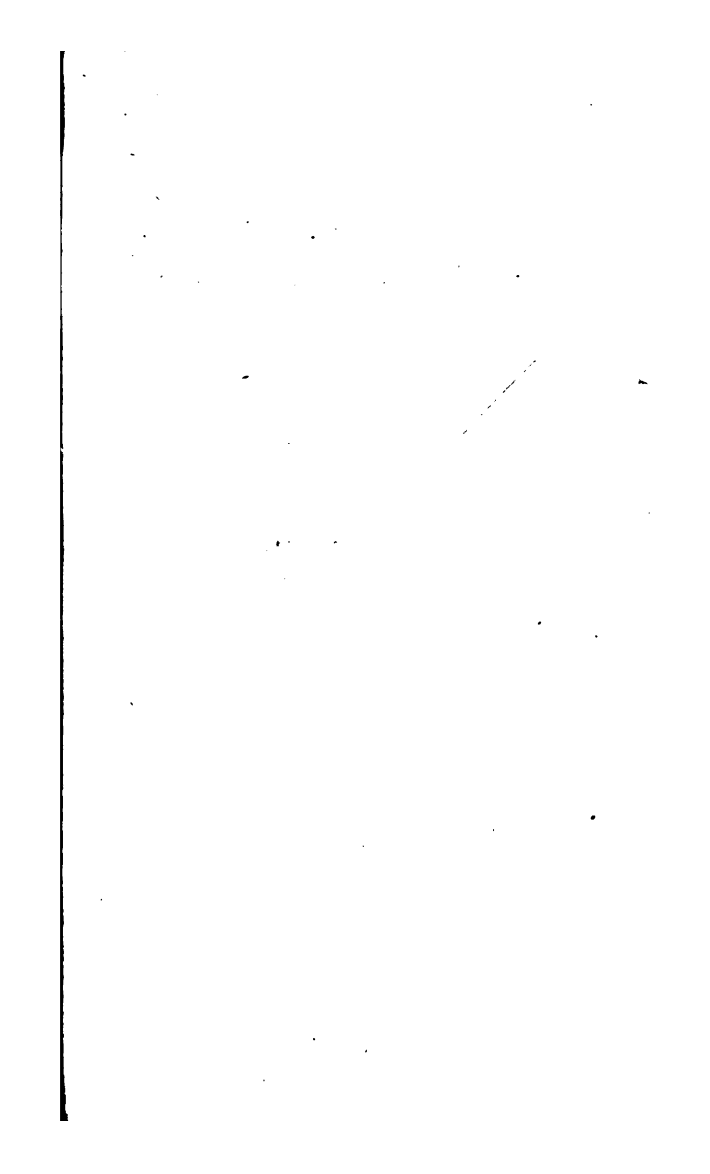
XVI. When one has nothing else to play, and his king being out of check, cannot stir without coming to a check, then the game is stale-mate. In England, he whose king is stale-mated wins the game (*b*) ; but in France, and several other countries, the stale-mate is a drawn game.

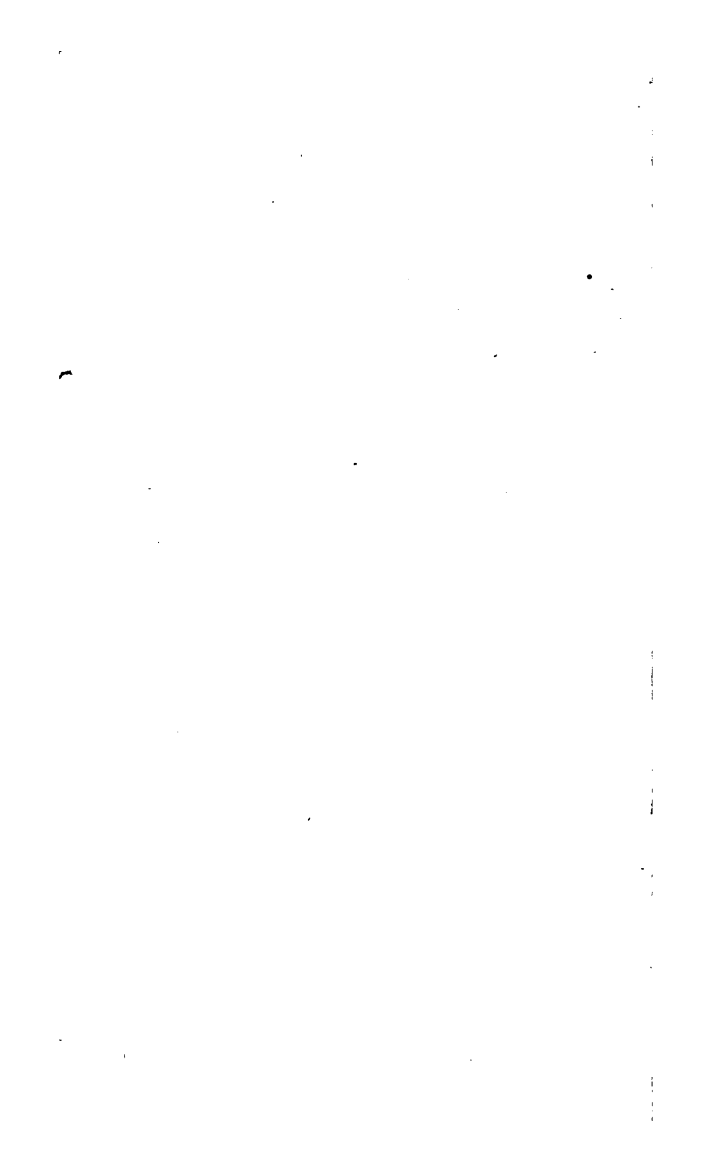
XVII. At all conclusions of parties, when a player seems not to know how to give the difficult mates, as that of a knight and a bish-

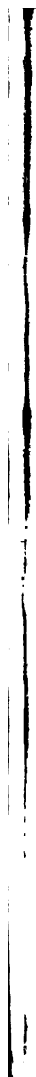
(*b*) This rule is grounded on the decision of several authors ; particularly it is to be found in the edition of the *Calabrois*, printed in London, in the year 1656.

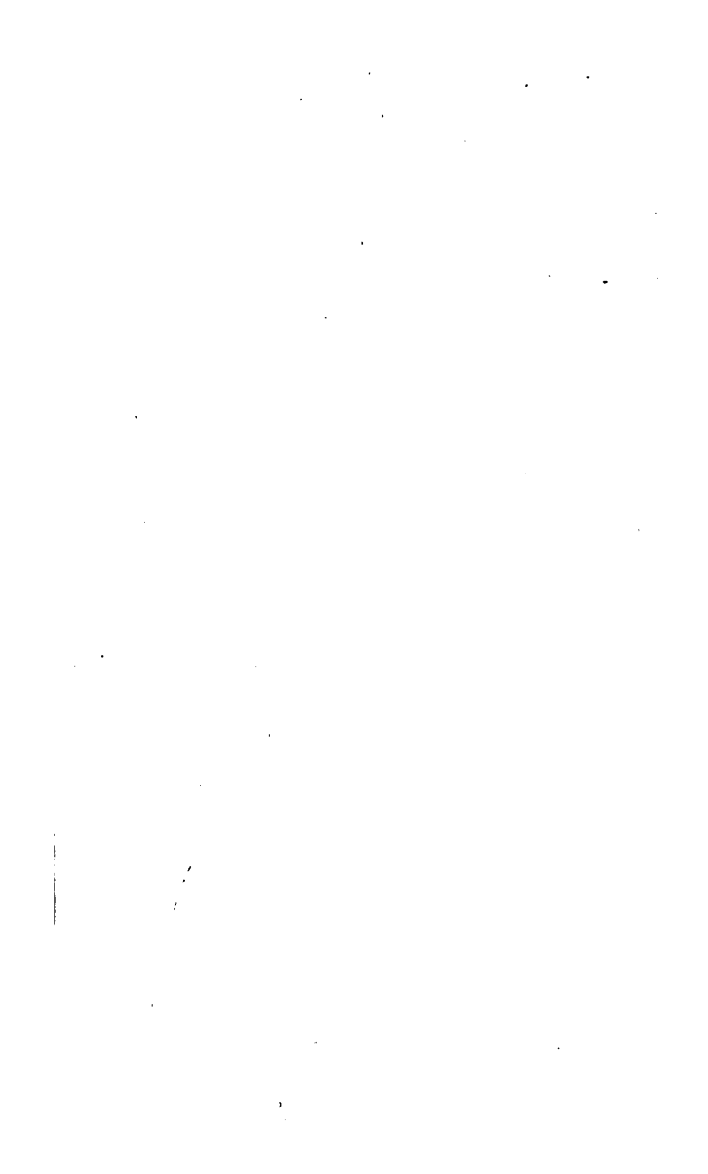
op against the king, that of a castle and a bishop against a castle, &c. ; at the adversary's request, fifty moves on each side must be appointed for the end of the game : these moves being accomplished without a mate, it will be deemed a drawn game.

THE END.

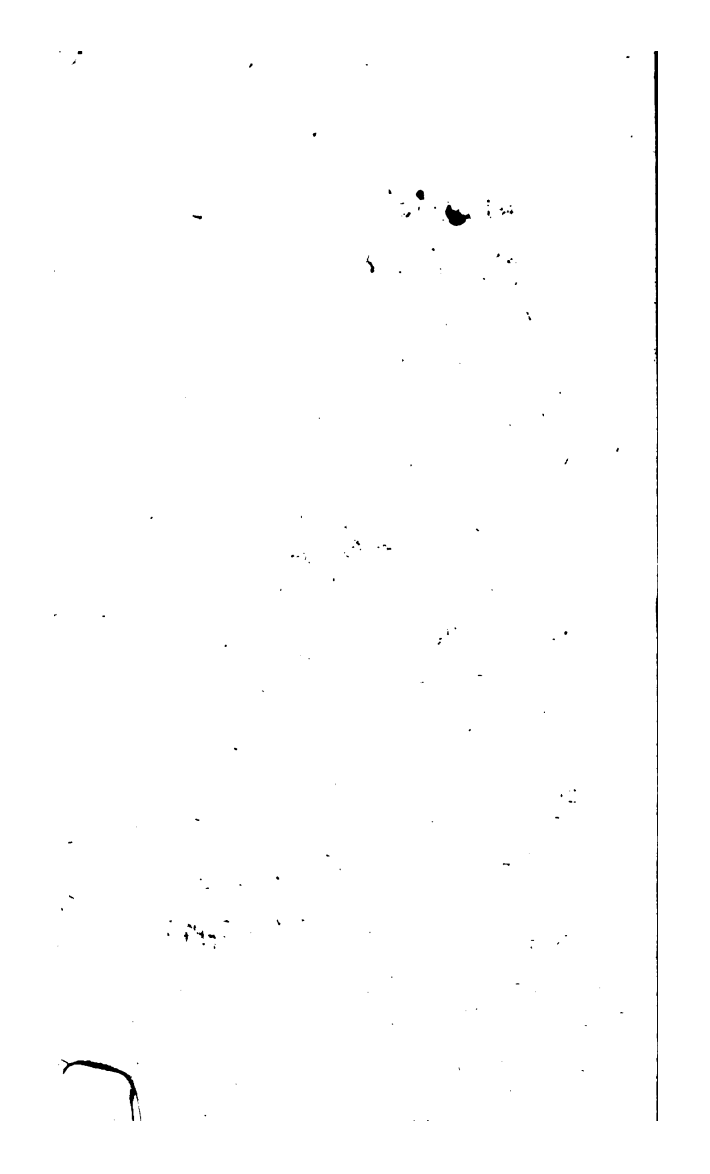












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